XS2 An Adventure for Character Levels 7-9 9157

# DUNGEONS & DRAGONS®

Expert Solo Adventure

## Thunderdelve Mountain

By William Carlson

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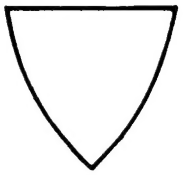
# CHARACTER RECORD SHEET

Name _____ Alignment _____

Dwarf
Class _____ Level _____



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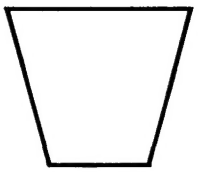


HP

## ABILITIES

- ☐ **STRENGTH** _____ adjustment
- ☐ **INTELLIGENCE** _____ adjustment
- ☐ **WISDOM** _____ adjustment
- ☐ **DEXTERITY** _____ adjustment
- ☐ **CONSTITUTION** _____ adjustment
- ☐ **CHARISMA** _____ adjustment

## SAVING THROWS

| Level | 1-3 | 4-6 | 7-9 |
|---|---|---|---|
| Poison or Death Ray | 8 | 6 | 4 |
| Magic Wands | 9 | 7 | 5 |
| Paralysis or Turn to Stone | 10 | 8 | 6 |
| Dragon Breath | 13 | 10 | 7 |
| Spells or Rod or Staff | 12 | 10 | 8 |

## BONUSES AND PENALTIES FOR ABILITY SCORES

| Ability Score | Adjustment |
|---|---|
| 3 | -3 Penalty |
| 4-5 | -2 Penalty |
| 6-8 | -1 Penalty |
| 9-12 | No Adjustment |
| 13-15 | + 1 Bonus |
| 16-17 | +2 Bonus |
| 18 | +3 Bonus |

## VICTORY RECORD

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 20 |
| 31 | 32 | 33 | 34 | 35 |
| 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 |
| 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 |
| 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 |
| 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 |
| 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 |
| 86 | 87 | 88 | 89 | 90 |

**LANGUAGES:** Common, Dwarf, Gnome, Goblin, Kobold

**SPECIAL SKILLS:** Infravision
Detection of Traps & Stone Constructions

## TARGET AC

| HIT ROLL BASED ON LEVEL | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1-3 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 4-6 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 7-9 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

## EQUIPMENT:

Backpack
Tinderbox
Iron Spikes
1 Large Sack

## TREASURE:

| Copper | Electrum | Silver | Gold | Platinum |
|---|---|---|---|---|
| | | | | |

## EVENT RECORD

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | H |
| I | J | K | M | N | P | Q | R |
| S | T | U | V | W | X | Y | Z |
| AA | BB | CC | DD | EE | FF | GG | HH |
| II | JJ | KK | MM | NN | XB | XC | XD |

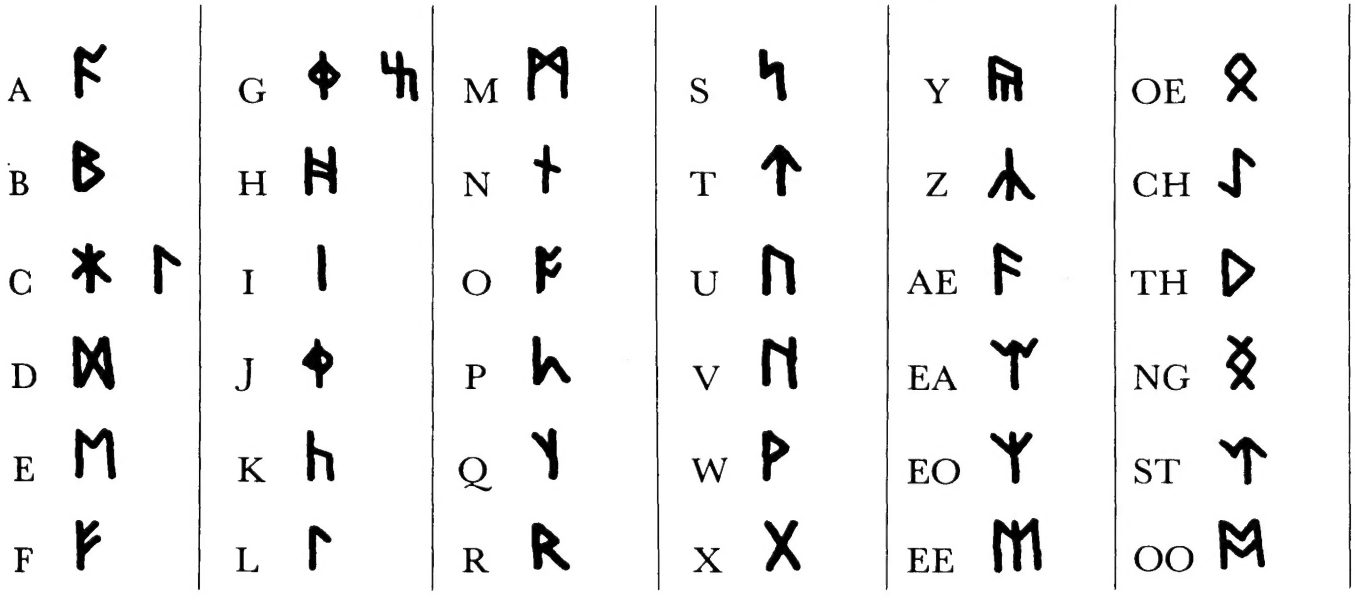
## TREASURE TABLE (Treasure entries on page 40)

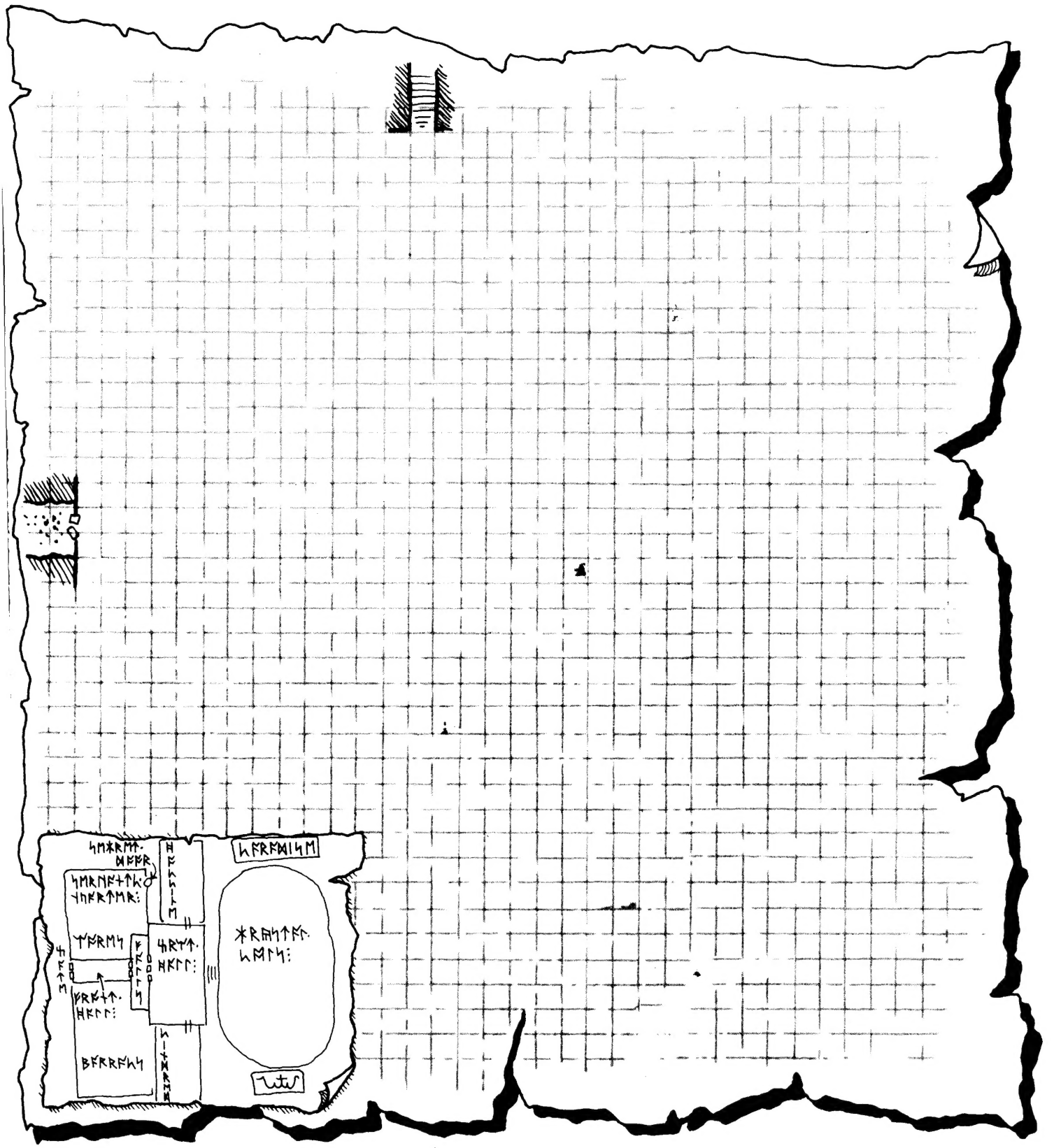
| | | | | | |
|---|---|---|---|---|---|
| 01-03 | 1-10 Copper | 35-37 | See Entry P | 69-71 | See Entry M |
| 04-06 | 1-10 Platinum | 38 | See Entry C | 72-75 | 1-8 Platinum |
| 07-11 | 11-20 Silver | 39-43 | 10-40 Silver | 76 | See Entry H |
| 12-14 | See Entry B | 44-46 | See Entry G | 77-80 | See Entry Q |
| **15-19** | **1-10 Gold** | **47** | **See Entry K** | **81-85** | **1-6 Gold** |
| **20** | **See Entry F** | **48-52** | **11-20 Gold** | **86-87** | **See Entry I** |
| **21-23** | **1-4 Platinum** | **53-56** | **11-20 Copper** | **88-89** | **See Entry E** |
| 24-26 | See Entry J | 57-60 | See Entry Q | 90-94 | 1-10 Silver |
| 27-29 | 10-40 Copper | 61-62 | See Entry L | 95-97 | 1-6 Electrum |
| 30 | See Entry N | 63-65 | 1-20 Electrum | 98-00 | See Entry A |
| 31-34 | 1-10 Electrum | 66-68 | See Entry D | | |

**HIT ROLLS: ALL MONSTERS**

| Creature's Hit Dice | Target's Armor Class | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | **9** | **8** | **7** | **6** | **5** | **4** | **3** | **2** | **1** | **0** | **-1** | **-2** | **-3** | **-4** | **-5** |
| Up to 1 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 |
| 1 + to 2 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 |
| 2 + to 3 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 |
| 3 + to 4 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 |
| **4 + to 5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** |
| **5 + to 6** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** |
| **6 + to 7** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |
| 7 + to 8 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 8 + to 9 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 9 + to 11 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

## RUNIC ALPHABET





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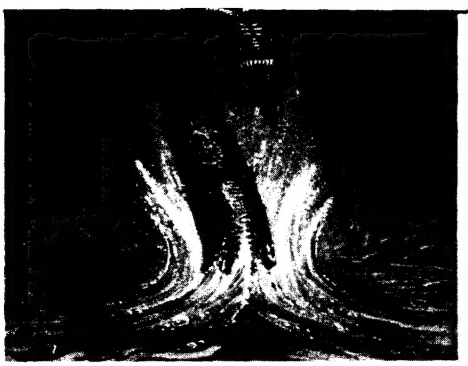
DUNGEONS & DRAGONS®

# Thunderdelve Mountain

by William Carlson



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# INTRODUCTION

*Thunderdelve Mountain* is designed to be used with the DUNGEONS & DRAGONS® Basic & Expert Sets. It may be used as either a solo or group adventure, although it is primarily designed for solo play.

This adventure eonsists of numbered entries. At the end ofeaeh entry, your character will be faced with choices as to his or her next action. Based on the danger of the situation and the clues you have received beforehand, you must choose which action to take. Based on your choice of action, you will be directed to read a new entry that tells you the result of your choice. Thus, the story unfolds under your direction. By paying careful attention to clues and by using common sense, you should be able to make sound decisions.

## The Character

On the last page of this adventure, you will find pre-rolled player characters. Choose one you would like to play during this adventure. Copy the information about this character ontotheCharacterSheetprintedinsidethecover.

## Mapping

On the inside ot the cover you will find a map. Only the entrances to Thunderdelve are marked on it; the rest is blank. As you enter each room in Thunderdelve, draw it on your map. A picture of each room will accompany the entry describing that room. Be sure to map accurately; the success of your mission could depend on it.

Also, be sure to write down the number of the entry describing the room. Write the number inside the picture of the room as you draw it. By recording the number of the room on your map, you will easily be able to look up the entry again should you return to that room at a later time. Also, the number of entries you have recorded on your map will affect your score at the end of the game.

Included on the cover is a small hand-drawn map. You are free to use this during your wanderings. The writing can be translated using the table of Runic Transcriptions.

## Event Record

Inside the cover you will find the Event Record. Below it are listed the letters of the alphabet. Some of the entries you will read will instruct you to cross off one or more of these letters as the result of an action. Be sure to do this—later in a different entry you may be asked if a certain letter is crossed off. If it is, the course of play may be altered.

## Combat

Combat is conducted the same as in the D&D Basic and Expert Sets. Also, to help simulate the presence of a Dungeon Master, add the following rules:

**1) Special Instructions:** Most of the combat situations in this adventure have special instructions that give the combat more of the feel of a game run by a Dungeon Master. The instructions state a set condition and a corresponding entry. Immediately upon fulfillment of that condition, the player should turn to the corresponding entry and follow any instructions found there.

EXAMPLE: If your hit points fall below 6, go to 86.

2) **Retreating:** Unless an entry specifically states otherwise, you may retreat out of combat at any time. Each of your opponents will, however, be entitled to one free swing at your back while you retreat. Their attacks will be at + 4 to simulate your vulnerability during flight. If you survive, you are considered to have escaped and eluded your opponents. They will return to their room if you should decide to come back.

3) **Damage to Enemies:** Your enemies' hit points are given in the entry, along with other vital information such as Armor Class. Record in the margin the amount of damage done to an opponent. Then if you flee from a fight and then later return, you have that record. You may attack your opponents in any order you wish. It does not have to be in the order their hit points are listed.

EXAMPLE: You attack two goblins. The entry lists their hit points as 5 and 2. It might be to your advantage to attack the weaker goblin first to defeat him quickly, and avoid being attacked twice each round.

4) **Initiative:** Unless an entry indicates otherwise, your opponents gain the initiative each round during combat. If, however, you wish to roll two dice for initiative before each round (the high roller gaining the initiative), you may do so. In no case, however, should you automatically assume you have the initiative each round.

5) **Opponent Defeated:** When an opponent is defeated, cross off its hit points listed in the entry. If you later return to a room where you defeated *some* of your opponents, this will remind you which ones you have already defeated and do not need to fight again. If you later return to a room where you defeated all your opponents, it will be empty. Simply ignore any description pertaining to them.

**6) Scoring:** Every time you defeat an opponent, cross off a box under Victory Record. This may be found inside the cover. This record effects your score at the end of the game.

## Victory

Once the victory at the end of the adventure is achieved, return to this section and determine your score.

| Condition | Points |
|---|---|
| Each GP of treasure retained | + 1 |
| Each box filled on Victory Record | +100 |
| Each room or hall mapped | + 20 |
| Each character you surrendered/lost | -1500 |
| Each character defeated in combat | -2500 |

Based upon your total score, you will be given a rank.

| Total Score | Rank |
|---|---|
| 0000 - 24,999 | Amateur |
| 25,000 - 37,499 | Hero |
| 37,500 - 44,999 | Superhero |
| 45,000 or higher | Living Legend |

## Treasure Table

In addition to treasures listed in the entries, you might be instructed to roll on the Treasure Table after combat. This table may be found inside the cover. It indicates your opponents' treasure.

Some results on the table will direct you to look up a Treasure Entry. This list of special Treasure Entries may be found on the last page of the adventure. When you gain one of these special treasures, you should cross that Treasure Entry off the table. If you roll that number again later, ignore the result and roll again.

## Defeat

If your character is defeated in combat, or if an entry tells you your character is captured or lost, you must immediately choose a new character. You can no longer use the old one. You must cross him or her off the list of pre-rolled characters and erase the statistics from the character record sheet. Do not, however, erase the Event Record. Any treasure carried is lost and must also be erased—it cannot be recovered. You must now choose a new character from the surviving characters on the pre-rolled list and record the statistics on the Character Sheet.

The legendary Hammer of Vitroin and any of the special items recorded on the Event Record are exceptions to the rule. Because of their magical natures, it is assumed that the new character 'finds' them immediately upon entering Thunderdelve.

When using a new character, you may start at either entrance into Thunderdelve, or you may return immediately to the scene of the former character's defeat.

## Magic Items

In any solo adventure, it is necessary to adapt the rules by which magic items operate. The following items are just some of the magic that can be found in Thunderdelve that require modification.

**Potion of Healing:** This potion can be used at any time except during a battle. Once combat begins, no potion can be used.

**All Other Potions:** Other potions can only be used in combat situations. The effects of the potion last only until the current combat ends. As soon as the current battle is over, the potion wears off.

**Scroll of Protection vs. Undead:** If, while reading an entry, you are attacked by undead, you may read this scroll before combat begins. The undead immediately flee. You may proceed to the next entry as if you had defeated them in combat. Do not, however, count them on your Victory Record. They return to the room as soon as you leave and will be there if you return. Remember that this scroll can only be used once.

Ring **of Regeneration:** Each time you read a new entry, one point of damage will be healed. Remember that this ring will never heal damage caused by fire. You must keep a separate record of such damage. Also, the ring cannot raise a character from the dead.

All potions and scrolls must be used before combat begins if they are to affect the battle. They cannot be used in the middle of battle. *A. potion of healing can,* of course, be used after battle.

## Runic Writings

During play, you may discover inscriptions or scrolls written in runes—the alphabet of the dwarves. It is not necessary that you decode and read these runes in order to play, but they will provide you with valuable clues that help you make wise decisions. A table of runes and their equivalents in English can be found inside the cover.

All the inscriptions are located on page 39. Please refer to this page when so directed by (an entry.)

## An Important Point:

Often when playing a solo adventure, it is tempting to ignore fights and bad dice rolls, to read ahead in the entries, and to ignore bad results. Resist these temptations! This game has been crafted to approximate the feel of a game run by a Dungeon Master. Much of the suspense is lost unless dice are read accurately, fights are fought fairly, and entries are read in their proper order.

# THE BEGINNING OF THE TALE

S1. You settle your compact dwarf frame into a comfortable chair and kick your booted feet up on the table. Closing your weary eyes, you tip the chair back and let the warm smells of the inn drift over you. The last copper in your purse was just exchanged for a frugal meal, and you are wondering how to remedy your poverty, when you feel a tug at your bootstrap. You slowly open one eye and glare at the young boy perched nervously at your side.

"Excuse me, please," he whispers. "There's a dwarf gentleman in the back room who has asked to speak with you."

"What about?" you ask suspiciously.

"I don't know," the boy stammers, "but he told me if I didn't bring you he'd boil me for a pudding."

"Any other message?" you ask, closing your eye.

"He said it paid well."

You sit up and take your feet off the table. You didn't know there were any more dwarves in this area. You heard that the last was driven out years ago from a nearby ruin called Rumble Bell. Their clan was supposed to be extinct. Never one to let ignorance stand in your way, you rise to your feet and follow the boy into a small room. The boy leaves quickly, closing the door.

The room is lit only by the flames in the fireplace. A boiling pot of beef hangs over the fire, filling the room with its rich aroma. Some broth boils over and, with a hiss, steams on the logs. Seated at the table before you is an ancient dwarf. His shiny black eyes are locked on you as he clenches his hands, then releases them. He motions you to a chair with a nod of his head. He opens his mouth to speak, and you notice that several of his old teeth have been replaced with gold.

"I've heard rumors," he says, "that you are a worthy fighter." You shrug your shoulders. He chuckles. "Good, you're tight-mouthed. My name is Nimron. I'm the Clanmaster of the dwarves in these parts."

"I didn't think there were any," you state bluntly.

"Oh, yes," he says, "though not as many as once. And the rest have been reduced to poverty. But once we were prosperous, and our goods were well-known throughout the-world." His voice falls to a whisper. "Fifty years ago I was master of the richest dwarves in the realm. Long did we and our ancestors prosper in our home of Thunderclelve. The upper mansions were beautiful indeed and were called, in our tongue, the Halls of Paradise."

"Paradise," you sneer. "There's no such place. It's a legend taught me at my mother's beard."

"Legend!" snaps Nimron. "Speak not to me of legends! No, my young ignorant, Paradise is real enough. Our mansions were famed for their beauty and industry, and still they lie at Thunderdelve beneath the mountain outside this very town. There lie our mines and Forge. There rots our art and craft, all that is our love for home and stone. There indeed waits our paradise. Speak not to me of empty legends; I have walked within the reality."

"If it's so real, then why is it spoken of only as a pixy tale for young dwarves?"

Nimron's eyes flare up, then sink down to stare at the table before him. "My mines became the breeding ground for a hideous fyrsnaca, the giant flame serpents of the earth's heart. Whether it came by chance or was maliciously directed by an evil wizard I justly cheated, I do not know. Surely, though, its cunning and fury were well-planned. In sudden onslaught, the fyrsnaca ate the barracks, the Keeper's home, and much of my suite. It erupted from the mines, burying our forge, devouring the very stone of Thunderdelve, breathing fire, slaying my people, destroying Paradise."

He sits silently for a moment, then looks back at you. "In our panic, no proper defense was made. Nor was it possible! The fyrsnaca attacked, then burrowed back into the rock, then rose and attacked again! I barely escaped by secret stairs, the Keeper's babe in my arms, the fyrsnaca's fiery breath at our back. My own wife and children were lost."

"What became of them and the Keeper, I do not know. Every rescue party I sent failed to return. At last I could spare no more of our pitiful remnant. I raised the Keeper's babe as my own, training her for the day when revenge would ripen into action. She is Grona Marblefist, the Champion, hereditary Keeper of the Forge of Thunderdelve. Now she has ventured into the halls of Thunderdelve, and she too has failed. She is a captive. I ask you to bring her back."

He closes his eyes, bringing his hands up to his face and pressing his head against them. It seems at first that he is in danger of being overcome by grief, but you quickly notice that grief is not the emotion he is struggling against. He is doing his best to contain an anger that has been festering inside him for fifty years. Slowly, he lowers his hands and turns to stare into the fire. In a low voice, he resumes speaking.

"Several years back, the bandit, Redface, and his men took up residence in our outer halls. Somehow they have avoided the fyrsnaca's wrath. I ask you to rescue Grona from them. I do not ask you to drive the bandits out, just return Grona. All I require is Grona! You may keep any treasure that you find."

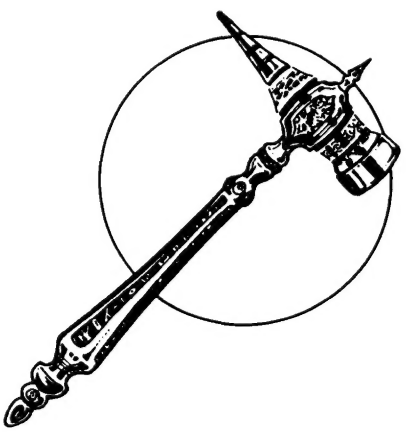
Nimron pulls a valuable ring from his finger and hands it to you without looking. "This ring I give you," he says. "It will outline all the secret ways of Paradise with a witchfire, allowing you freer passage." He pulls a small piece of leather from his pocket. "Here, too, is a rough map of Paradise. It will give you a general idea of your location. I believe that Grona is held in the servants' quarter."

Nimron turns back to you and smiles. "Surely this is a simple matter for one such as yourself?" You smile and nod. Nimron sighs. "I am glad you consent. It is unwise to venture beyond the bandits' confines. I am certain the rest of Thunderdelve is filled with evil beyond your ken. It is most important that you bring Grona back safely. Do not attempt more."

He gives you a bag of 100 gp and tells you of a secret door that will take you into the back halls of Paradise if the front gate is impassable. A strange gleam comes into his eye as he leans toward you. "If you fail to return with Grona," he whispers, "more than your own life is forfeit."

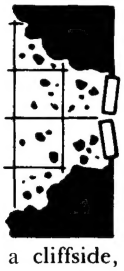
"I'll get her," you mutter as you grab the gold and ragged map from the table. You leave Nimron's dusky room and go to the stable where you have been making your bed. You pick up your few belongings, don your harness, and head off toward the mountain outside of town. A short march brings you to the main gates of Thunderdelve, the entrance to the Halls of Paradise.

Go to Entry 1.



## 1

You follow the now broken track that leads away from the main road, toward the mountain. It is untended and covered with debris and growth. Around you are the sounds of the forest animals, but little else. As you near the mountain, you leave the track and press on through the undergrowth, always being sure to keep the track within sight. At last you find yourself in a small valley nestled between two of the mountain's spurs. The air around you vibrates with deep echoes of some soundless vibration within the rocks at your feet. The sound is not like that of thunder, but there is still an aptness to the name Thunderdelve, for the atmosphere is filled with the tension one feels after the lightning strikes and before the thunder voices itself.



Set back into a **cliffside,** under an overhanging ledge, is a large set of thick doors—the front gates of Thunderdelve. Behind them lie the upper halls of Paradise. They are indeed substantial, made of ironwood and bound with rusting iron. Intricate grooves running across the doors mark where they were at one time filigreed with silver or gold, but vandals have dug out the precious metals long ago. A rusting portcullis hangs partway in front of the doors. A tangled web of vegetation and rotting debris blocks most of the gateway, but a path has been cleared to the left-hand door. It stands ajar. You can creep closer (2) or look for the secret entrance old Nimron told you about (158).

2. You push your way slowly through the underbrush and work your way toward the gates. If A is crossed off your Event Record, go to 8. Otherwise, go to 9.

3. You move toward the guard with speed and stealth. Roll 1d20. If the roll is less than or equal to your Dexterity, go to 4. Otherwise, go to 5.

4. You surprise the guard and club him neatly on the back of the neck. He collapses. After gagging him and tying him with his own belt, you hide the unconscious form in the bushes. Roll once for treasure, cross A off your Event Record, and go to **14.**

5. As you move toward the gate, you step on a dead branch. It cracks with a sound like lightning. The guard whirls to face you, his spear poised. He laughs through his bad teeth and calls over his shoulder. "Fatty! Davie! Them little dwarves keep a-coming!" You can take the initiative and charge (6), or wait to see who responds to Toothy's call (7).

6. With a wild cry from your throat, you rush the guard. He looks blankly back into Thunderdelve wondering where his reinforcements are. You automatically gain the initiative for the first round of combat. If you win, go to **10.** If you hit Toothy before he hits you, go to **11.**

Toothy (1st level thief): AC 6; hp 4; MV 90'(30'); D 1-6; ML 8; AL C

7. No one comes. You see the cockiness in Toothy's eyes fade to dull resignation as he poises his spear and throws it at you. Roll to see if the spear hits. If it does, roll for 1-6 points of damage. If you survive, go to **12.**

Toothy (1st level thief): AC 6; hp 4; MV 90'(30'); D 1-6; ML 8; AL C

8. You move cautiously to the gate, but see no one. You creep closer and peer under the bush where you hid Toothy. He is still there. It appears no one has realized the gate guard is missing. It must be safe to go inside. Go to 14.

9. Thirty feet from the doors, you stop. Just inside the open gate stands a foolish guard leaning on a spear, his back toward you. His hand is cupped to his ear as if he were straining to listen to something further inside Thundedelve. You can try subduing him (3) or turn back and look for the secret entrance Nimron told you about (158).

10. Toothy falls to the ground. You hide him quickly under a nearby bush. Roll once for treasure, cross A off your Event Record, and go to 14.

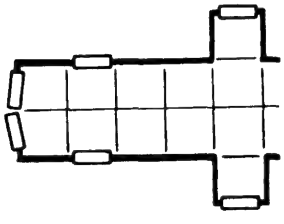
11. "Ow!" cries Toothy, throwing down his sword. He takes off his belt and hands it to you. "I don't care if you go in or not. Tie me up. Please!" You oblige him, hiding him behind a nearby bush. Cross A off your Event Record. If you want to step inside, go to 14. If this looks too guarded, you may attempt instead to go to the secret entrance Nimron told you about by going to 158.

12. You charge him as he draws a short sword and prepares for your attack. If you win, go to 10. If you hit Toothy before he hits you, go to 11.

Toothy (1st level thief): AC 6; hp 4; MV 90'(30'); D 1-6; ML 8; AL C

13. You find yourself once again outside the gates of Thunderdelve. You can creep closer (2) or look for the secret entrance old Nimron told you about (158).

**14**



You are standing in a large, drafty hall. It is filled with a dull, rumbling sound. A sliver of bright light from outside pours in through the open gate on the west. A campfire burns dimly in front of you, casting light across the floor. The hall has been ravaged by man, weather, and time. Remnants of a once-fine mosaic floor can be seen among the leaves, refuse, and mud brought in by the winds and rains. A scratchy voice rings out, "Shut up, out there! I'm trying to sleep!" You have difficulty placing its source. You see no sign of a guard.

Murder holes lace the ceiling, but thick cobwebs hang through them. You notice a partially open door on the north wall. Through it shines a dim light. You also notice that much of the mud on the floor leads to a door on the south wall. Another door, in the southern alcove, is boarded shut with a few planks. A death's head has been crudely scrawled on it in charcoal. You can investigate the northern door (28), open the door in the northern alcove (80), walk on to the eastern end of the hall (24), unbar the door in the southern alcove (15), or open the muddy southern door closest to the gate (53).

15. If B or AA is crossed off your Event Record, then go to 23. Setting your weapon aside and planting your feet firmly against the doorjamb, you pull on one of the planks. Slowly it works itself free in your hands. You set it carefully aside and take hold of the remaining plank. Bracing, you pull. This plank is more stubborn. You pull again. It snaps in your hands, echoing through the hall. If B is crossed off your Event Record, go to 16. Otherwise, go to 17.

16. You pull the remains of the plank aside and shove open the door. You listen, but hear nothing. Go to 190.

17. The scratchy voice from the north yells: "I told you to shut up and by Zemos, I meant it!" A fat, groggy bandit with a drawn sword appears in the door on the north wall. His eyes open wide in surprise when he spots you trying to hide in the alcove. "Well, well," he mutters and advances toward you. You can stay and fight (18) or run through the skull-embossed door you just unbarred (19).

18. You find yourself face to face with the fat bandit. "Thought you'd evade me, did you?" he sneers. "Thought I'd forget. But I'm sharp. Sharper than most. And me blade is sharpest of all," he laughs and lunges at you. If you hit him but don't kill him, go immediately to 20. If you take 9 points of damage from him, go to 21. If you win, go to 22.

Fatty (2nd level thief): AC 6; hp 7; MV 90'(30'); D 1-8; ML 8; AL C

19. You run through the skull-marked door. Fatty curses after you: "You're doomed, you runt! If you return, I'll be waiting! And I can waits longer than most." Go to 190.

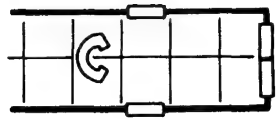
20. Fatty throws up an arm to protect himself and, instead, becomes entangled in his own cape. With a moan, he falls to the ground. You aren't sure if he is asleep again or wounded. You must leave this open hallway quickly, before the sound of your fighting draws anyone else. Cross off AA on your Event Record. You can exit through the open skull-marked door on the south (190), or return to 14 and make another choice.

21. You reel from the blow. Fatty's sword hangs in his hand, and he is panting. "Well," he gasps, "have you had enough? You can see I'm the better fighter. Why don't you give up, and we can both get some rest?" You can surrender (434) or return to 18 and fight on.

22. With a moan, he falls to the ground. You aren't sure if he is asleep again or wounded. You must leave this open hall before the sound of your fighting draws anyone else. Cross off B on your Event Record. You can exit through the open skull-marked door on the south (190), or return to 14 and make another choice.

23. The door lies in splinters around its frame but is at least now passable. You may pass through it to 190 or go back to 14 and make another choice.

**24**



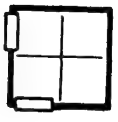
You are in the eastern end of a great hall. You hear a low grumbling. A large, semicircular stone table fills the center of the hall. Bold runes are carved on its front. To read them, see Inscription 1. The center of the table is open, with room for a dwarf to sit comfortably. The table is ornately carved, as is the ceiling above you. Over the years, this table has been filled with trash. Another set of doors identical to the ones at the front gate, stands at the eastern end of the hall. If D is crossed off your Event Record, go to 26. Otherwise, go to 27.

25. You poke through the debris. Clouds of dust billow up, filling your nostrils. You sneeze violently. Burying your head in your arms and hoping no one hears, you duck behind the table and wait. No one comes. You have found nothing of interest in the trash pile and may continue on to the western end of the hall (14), open the northern door (60), the southern door (71), or the eastern doors (74).

26. You peer in the northern door which is ajar and see that the havoc in the bandit's throne room remains unchanged. You may enter the room (70), investigate the trash in the table (25), open the southern door (71), open the eastern doors (74), or continue to the western end of the hall (14).

27. You hear several loud voices behind the door to the north. You may listen further to the voices behind the northern door (60), open the southern door (71), open the eastern doors (74), investigate the trash in the table (25), or walk into the western end of the hall (14).

**28**



Cautiously you peer into this lighted room. There are cots, a table, chairs, and a few spears. There is also cheese with a dagger sticking in it on the table. If B is crossed off your Event Record, go to 31. If AA is crossed off, go to 30. Otherwise, go to 33.

29. Closing both doors, you lean back for a quick rest. Your eyes scan the room, but you see nothing of interest. You may eat some of the cheese if you wish and pocket the dagger if you like. The spears are too long to use well in these halls. You can take the set of dice or the large bell you find lying on the table. If you take the dice, cross BB off your Event Record. If you take the bell, cross CC off your Event Record. You go to both doors and listen, but hear nothing that indicates you have been heard. You may exit by the western door (46) or by the southern door (14).

30. Lying on one of the cots is the fat bandit. He mutters, "Just let that bearded half-runt shows himself again. I ain't afraid of him nor no ghosts neither. Just dare him to try anything with me again." Go to 33.

31. A slim, young pageboy is sitting at the table fiddling with some dice. His blue eyes lock into yours. You sense fear. If I is crossed off your Event Record, go to 44. Otherwise, go to 37.

32. If DD is marked off your Event Record, then go to 45. "Wait!" Davie shouts, looking down at the defeated Fatty. "You know I don't want to fight you. I was only fighting 'cause if I didn't, Fatty would have taken my head off first. Cross B off your Event Record and go to 37.

33. A slim, young pageboy is sitting at the table fiddling with some dice. You move slightly and the door creaks. The boy's blue eyes lock into yours. The fat bandit lying on one of the cots has his back toward you. He pulls the blanket tighter under his chin and snarls, "If you're going to come in, Davie, hurry up and shut the blasted door. There's a draft." Davie stands up nervously and says: "I am in, Fatty. But you have a visitor." Fatty rolls over to stare at you in surprise. Davie, the pageboy, does not fight well. He only occasionally aims a weak blow directly at your shield. Do not roll any hits for him—he automatically misses. If you kill Fatty, go to 32. If you kill Davie, go to 38.

Fatty and Davie (2nd and 1st level thieves): AC 6; hp 7,3; MV 90'(30'); D 1-8; ML 8; ALC

34. Davie picks up the dice and throws an 11. You throw a 3. This performance repeats until Davie wins. He smiles and says: "I think I won. You're to surrender." You know you have been cheated. If you want to simply surrender, go to 434. If you want to fight, go to 42.

35. You nod your head and throw your weapons on the cot. "These are the rules," he says. "The first to roll three out of five wins. You go first." Roll 2d6 for you, then roll 2d6 for Davie. The high roller wins. The first of you to win three rolls wins the dice game. If Davie wins, go to 39. If you win the first two rolls, go to 34.

36. Davie cowers in the corner. You can either strike him where he squats or tie him up. If you strike him, cross off DD on your Event Record. If you tie him up, cross off HH on your Event Record. Roll once for treasure and go to 29.

37. "Do you like dice?" he asks. "I'm Davie," he says. "I guess you're here about the other dwarf. You know I don't care nothing at all about her, so there's no point in us fighting. Let's both throw our weapons on the cot and throw dice. If you win, I'll tell you where she is. If I win, you surrender to me peaceful like. Is that fair with you?" You notice a large bell lying on the table beside him. If you flee, he will ring the bell and raise the alarm. You can either accept his invitation to play (35) or attack him (36).

38. Davie crumbles to the floor. Cross DD off your Event Record. "You sadistic tripe!" screams Fatty. In a burst of berserk rage, he flings his sword at you. As you duck aside, he throws himself at you. A chair behind you is smashed into kindling, and you are pinned instantly to the floor. Fatty's huge arms tighten around you, pressing your face into his belly. You cannot breathe and your ribs are being crushed. Roll Id20. If the number is greater than your Strength, go to 40. Otherwise, go to 41.

39. With the last throw of the dice, your heart sinks. Davie has won. You look longingly at your weapon on the cot. If you are Lawful, you must keep your bargain. Cross HH off your Event Record and go to entry 434. If you are Neutral, you may either surrender (434) or cheat and attack Davie (36).

40. You feel the great strain this man is exerting on your small frame. The pressure is unbearable. You must escape or die. You writhe violently but cannot loosen his hold. Take 1-8 points of damage. If you survive, go to 43.

41. You strain and slowly work both arms free of Fatty's enormous body. You feel about blindly, and your hand finds a leg from the broken chair. With all your might you hit Fatty on the head with it. He goes limp. You are trapped under him and must struggle to throw off his enormous weight before you suffocate. Exhausted, you tie him up. Roll twice for treasure, then go to 29.

42. You throw the table aside and leap for Davie's throat. As the table goes over, Davie grabs the dagger stuck in the cheese. Unfortunately, the cheese comes with it. Davie tries to club you with the cheese, but you knock it quickly to your left. A quick swing with your right fist knocks Davie to the floor. He is unconscious. You have won the fight, but will get no information from him. You tie him up. Roll once for treasure. Cross HH off your Event Record, and go to 29.

43. You feel yourself blacking out. You are trapped under a mountain of flesh, doomed. You open your mouth to scream. Then in a flash of inspiration you bite down as hard as you can. Your teeth sink into Fatty's belly. He screams and lets you go. You both struggle to your feet, reclaim your weapons, and continue the fight. Return to 33 to finish the battle.

44. "You remember me," shouts the boy. "I never meant you any harm. I got you out of the pit." Go to 37.

45. You defeated all who oppose you. There is nothing left but to move on. You may go south through the door to 14 or west through the door to 46.

**46**

You step back and kick the door open with your iron-shod boot. Beyond is a dark, dusty room strewn with broken spear hafts, two-legged chairs, and other rummage. The mechanism operating the portcullis is housed here, but it is locked in place by rust. Dust lies thick on the spiral stairs leading from the main room to a narrow door on the south. You may exit through this southern door atop the stairs (47) or through the eastern door (28).

**47**

You open the small door, brushing the heavy cobwebs aside. Dim light filters in through the archer slits in the western wall. Murder holes lace the floor. Another narrow door is across the room from you. Before it sits a giant black widow spider. It moves, and you smell its stench. You may confront the spider (48) or return the way you came (to 46 or 207).

48. As you move forward, the bloated spider rushes to meet you, swaying on its spindly legs. To your relief, you realize it is a young spider. If the spider bites you, go to 50. If you win, go to 49.

Biotas (giant black widow): AC 6; HD 3; hp 13; #AT 1 + poison; D 2-8 + poison; MV 120' (40'); ML 8; AL N

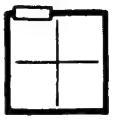
49. Panting, you kick aside the spider's body and lean into an archer's slit, gasping for clean air. After you recover, you tear aside webs and notice many animal skeletons and one human skeleton. Scattered among the debris are 68 sp. You may exit through the southern door (207) or the northern door (46).

50. You lash out at the ugly creature but miss. Its fangs sink deep into your forearm. As it hangs there, you bash it against the wall until it falls to the floor. You must make a Saving Throw vs. Poison. If you fail, go to 51. If you Save, return to 48 and finish the fight.

51. You fall to the wall. Take 2-8 points of damage. If you survive, go to 52.

52. After a moment, the room stands still. You pull yourself to your feet. It is fortunate that this black widow was a young member of its species. A fully grown one would have killed you with one bite. Return to 48 and finish the fight.

***53***



If NN is crossed off your Event Record, go to 59. As you open the door, you hear the snort and stamping of a heavy animal. The room holds three horses. One is a beautiful animal wearing a blanket of scarlet trimmed in gold thread. The other animals are mangy. One wears a bearclaw necklace around its neck. The horses grow skittish at your appearance. You may search the room (54), try to take the bearclaw necklace (57), or leave (14).

54. You find nothing but hay and tack. The horse in the scarlet blanket begins to paw the stone, its ears laid back. You see a dark bundle tied against the wall in the back corner. You can risk retrieving it (55) or leave (14).

55. As you move slowly toward the bundle, the angry horse lashes out at you with both its hooves. You must roll two attacks against yourself. You need not attack in return. If you survive these two attacks, go to 56.

Horse: AC 7; HD 2; hp 14; #AT 2 hooves; D 1-4/1-4; MV 240'(80'); ML 7; AL N

56. You roll aside and rise to your feet, grabbing the bag. As the beast rears again, you dodge under its belly and escape back into the front hall. You slam the door behind you and open the bag. It is full of oats. Go to 14.

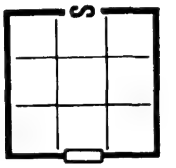
57. You approach the horse slowly and speak quietly to the animal. As you do so, you reach up slowly and take hold of the necklace. The bearclaws are old and have not been properly preserved. You try to take the necklace but you are too short to reach the top of the horse's neck, where the necklace is tied. You can leave (14), search the room (54), or try to work the necklace off the horse (58).

58. Speaking to the horse quietly, you work slowly, and rotate the necklace around the horse's neck until the knot is in your grasp. You carefully untie it. If you wish to wear the filthy bearclaw necklace, cross NN off your Event Record. You may now leave this room (14) or investigate it further (54).

59. You hear the stamping of animals in the room. These horses belong to the thieves you encountered earlier. You may search the room (54) or leave (14).

60. You listen at the door but cannot hear the occupants' speech. You can tell th'ey are men, and you distinctly hear the name 'Grona Marblefist,' followed by sounds of coarse laughter. You may slam the door open, ready to attack (61) or explore the rest of this hall (24).

**61**




You throw your full weight against the door, smashing it open and surprising the men inside. This room, lit by several oil lamps, was once elegant and is still full of seats, cushions, and tapestries. The walls are carved, and dotted with mosaic pictures. Thick rugs cover the floor. You squint into the bright light and make out a large bandit sitting on a throne, a sword across his lap. His face is bearded on the left side only; the right side is a red scar. Next to him stands a dandy smelling a silken handkerchief.

A dwarf woman, probably Grona, is bound and kneeling before the throne, a chain around her neck. She looks at you proudly, pain and hope shining in her eyes. You yell "Maklin's Hammer!" and charge. Three guards intercept you. The redfaced bandit jumps off the throne, grabs Grona, and (followed by the dandy) flees through a door on the opposite side of the room. He curses his men's incompetence. Three of those bandits move in to attack. If your hit points fall below 6, go to 65. When you defeat one bandit, go to 63. When you defeat two bandits, go to 64. When you defeat all the bandits, go to 62.

Bandit guards (2nd level thieves): AC 6; hp 6,7,5; MV 90'(30'); D 1-8; ML 8; AL C

62. You fall back into the throne, gasping for air. You dully realize that the scarred bandit must have been Redface himself and that the dandy must have been his nefarious captain, Zemon Trist. With a curse, you rise. Even

now the bandits are strengthening their defenses and leading Grona farther away. The room is filling rapidly with smoke. Roll three times for treasure and cross off D on your Event Record. The ring Nimron gave you is outlining a secret door on the north. You may leave through it (67) or through the southern door (24).

63. The three guards move to surround you. You swing your shield at the one behind you. It catches him in the chest, throwing him back into one of the oil lamps, knocking it down. He falls to the ground senseless. The oil splashes onto one of the old tapestries and it begins to smolder. Return to 61 and resume the battle.

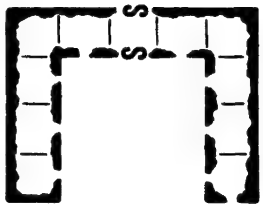
64. The two bandits have maneuvered you so your back is against the throne, restricting your actions. Your size, however, is in your favor—the air that these taller men breathe is filling with smoke from the burning tapestry. Their eyes water and they begin to cough. Suddenly, one of the bandits overreaches in his swing. You duck easily under the blade. It slices into the wood of the throne and sticks. Before he can recover, you kick his belly. He falls. Roll 2d6. If the result is greater than 8, go to 66. Otherwise, return to 61 and finish the fight.

65. You feel weak and weary. You stagger and trip over a thick rug and fall. You look up and see one of the bandits, sword poised above you. You black out.

Sometime later, you revive in a dark and cold room. It takes you a moment to realize that you are still in the throne room, but the oil fires have burned out. Lying next to you is the cold body of the bandit. In his back is an arrow. It looks like a goblin arrow. It would appear that someone was more interested in a personal vendetta against the bandit than in capturing you. Go to 62.

66. The bandit suddenly yanks on a tapestry. Before you can react, it falls over your head. You struggle to free yourself. But when you break free of the fabric's heavy hold, the room is empty. Go to 62.

**67**



You find yourself in a narrow corridor of rough stone, dimly lit from numerous holes in the walls. The floor is thick with dust. A few footprints show where someone has passed before you. Some lead through another secret door your ring outlines. Others lead to small holes carved into the walls. You peek through one of the holes. If D is crossed off on your Event Record, go to 69. Otherwise, go to 68.

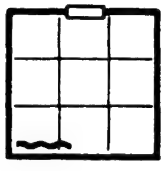
68. You peer into a large room. You cannot see much of it. You see the back of a large man seated on a throne. He has his sword out and taps it on his palm. An evil voice says: "Let me kill her now, Master. She will never talk. Let me return her tongue to her people." You are shocked to realize that it is the sword itself which has spoken! The large man caresses its hilt and says, "No, dear Render, there are ways to make proud, young dwarves talk."

You move to another hole and peer through. There is Grona, chained in the center of the room, several guards standing around her. You hear another voice speak. You shift your position and see a dandy. He chuckles, "Leave her to me, General. I can make her talk." "I dare say you could," says the large man, "but we could just as well leave her with Trudy for an hour!" Everyone, including the sword, laughs wickedly. You are greatly outnumbered, but your anger is mounting. You notice that your ring outlines another secret door leading into this center room. You can slam it open, ready for a fight (61) or leave in hopes of rescuing Grona when the odds are more even (81).

69. You see the throne room where you fought the bandits and lost Grona. It is still in shambles. Your ring outlines two secret doors. \bu may exit by the southern one, into the throne room (70), or by the northern one (81).

70. You walk through the debris you have created and look for any signs of change since you last were here. You see none. You can leave by the secret door on the north (67) or through the southern door (24).

**71**

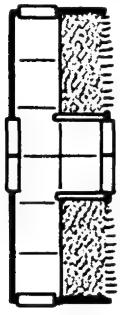


Stale air swirls out. You force yourself across the threshold, looking for signs of danger. But you find none. This large room is inlaid with marble and granite. Numerous holes in the design show where gems or precious metals once were. It is cold, and you have the uncomfortable feeling that you are being watched. You look about, but see nothing more than tables skewed about, the decayed contents of their drawers long ago spilled onto the floor. This must have been Nimron's main office. You wonder why the bandits never use this place. You notice a tapestry hanging on the southern wall. You may investigate it (72) or leave (24).

72. You shove the rotting tapestry aside. Moldering fragments of cloth stick to your hands. You find a chest, but it is locked. You can try breaking the rusty lock (73) or leave this sad place (24).

73. The lock snaps easily. Slowly you raise the lid, averting your face. Inside, resting on a bed of velvet, is an iron egg. It looks very strange in this elegant container. The egg is seamless. You shake it but hear nothing. If you wish to take it, cross E off your Event Record. Otherwise, leave it here. Your ring outlines a secret door that was hidden behind the tapestry on the western half of the south wall. You may open it (223) or leave (24).

**74**



The roaring sound is quite loud here and is caused by twin waterfalls cascading down the eastern wall, falling into a clear pool that runs the length of the room. Spanning the center of the pool and leading to a set of great doors standing between the two falls, is a bridge of crystal. The bridge hums as it vibrates from the pounding of the two falls. Even the floor, made of red quartz, vibrates with a low rumbling sound. This great hall looks as though at one time it might have been quite festive.

The water in the pools looks wholesome and, judging from the scattered buckets, must serve as the bandits' principal water source. The doors to the north, south, and west can be barred shut, so this hall can serve as an interior line of defense in case of attack. The southern door is barred shut and, has remained so for some time. You may pass through the northern door (105) or the western doors (24). You can also try to open the closed eastern doors (75), unbar the southern door (255), or drink from the pool (76).

75. You cross the crystal bridge, the water thundering loudly beneath your feet, the bridge's vibrations rising through your boots, and you grasp the door's great handles. You push, but nothing happens. The doors are firmly locked, or barred from the other side.

You could never break through so much ironwood, and besides, only Barin knows what wicked thing the noise might arouse. If Z is crossed off your Event Record, go to 77. Otherwise, return to 74 and make another choice.

76. You kneel and drink cautiously from the noisy waters, then more deeply, for the water is cool and refreshing, full of tasty minerals. As you begin to rise, you note a twinkle of gold under the bridge in a spot only a dwarvish eye could see. If F is crossed off on your Event Record, go to 74 and make a new choice. Otherwise, you may reach under the bridge (78) or stand up and reexamine the hall (74).

77. "Barin's Forge!" You shout, proclaiming the words old Nimron taught you. Nothing happens. But then, growing from a single bright point, witchfire burns through the ironwood, running like water through channels that once held golden filigree. Silently, the magic light dies away, and the doors swing open. Go to 265.

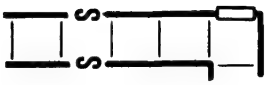
78. Your hand feels about and closes on cold metal. You draw up a golden dipper attached to the bridge by a mithril chain. Engraved in the bottom of the water-filled dipper are some runes. To read them, see Inscription 2. You may drink from the dipper (79) or, letting it fall back into the pool, examine the rest of the hall (74).

79. You compulsively drain it in one swallow. Your veins catch fire, and a burning vigor spreads through your body, healing your wounds. Regain 2-7 hit points. You stand refreshed, ready to examine the rest of the hall. Cross off F on your Event Record and go to 74.

**80**

The stone in this rough corridor is dirty with mud. You move ahead silently. You sense a warmness to the north. The oppressive silence is broken by a short, goblin-like, harsh laugh followed by a cry. The door on the east is painted in faded runes. If you wish to read them, see Inscription 3. You may explore the slightly dustier passage to the east (81), open the painted door (82), investigate the warmth to the north (113), or open the battered door on the south (14).

**81**



This hallway is dusty. You move ahead freely. Halfway along, your ring outlines a secret door on the southern wall. As you pause, you hear the distinct sound of thunder in the background. You may investigate the secret door (67), the northern door (148), the southern bend in the passage (105), or the western end of the passage (80).

**82**

This dingy little room holds a table and cot. The table is piled high with dirty dishes, half-eaten pork ribs, and empty bottles. Through the open door on the east comes a light and a drunken voice: "Come here, Trudy. Come on, me girl. There's nothing to be afraid of. Old Maudin won't hurt you." You can look through the eastern door (91), search this room (83), or leave (80).

83. You search a few drawers in the table. There doesn't seem to be much of use—old socks, a tin cup, a broken dagger, ancient invoices from Nimron's time. If G is crossed off you Event Record, go to 85. Otherwise, go to 86.

84. You lean back against the table, breathing heavily, looking over at Maudin's still form. Roll once for treasure. You take the jailor's keys. Cross G off your Event Record. You may exit through the western door (80) or go through the eastern door (99).

85. It quickly becomes obvious that there is nothing of value. You may exit through the western door (80) or go through the eastern door (99).

86. Suddenly, the room grows brighter and you look up to see a fat jailor standing in the eastern door, a torch in his hand. With a curse, he leaps at you, swinging the torch at your eyes. Since you have been using your infravision, you are confused by the sudden influx of light as the torch swings at your eyes. For the first two rounds, Maudin automatically gains the initiative and has all his hit rolls at + 2. Your hit rolls are at -2. If you win, go to 84. If you roll a 20, go to 87. If he inflicts 10 points of damage on you, go to 88.

Maudin (2nd level thief): AC 7; hp 10; MV 90'(30'); D 1-4; ML 10; AL C

87. By the languid way Maudin is fighting, you can tell he is drunk. With sudden inspiration, you roll at his knees. He is taken by surprise and falls head-first into the wall, collapsing over his desk in a drunken stupor. Go to 84.

88. Maudin stabs the torch straight into your face. You cry out and throw your hands up, dropping your weapon in the process. Maudin grabs it quickly and holds it to your throat. "Give me everything you have," he hisses, "or I'll finish you off and take it anyway. Do it now!" The wildness in his eyes tells you he is deadly earnest. You can give him everything (89) or fight weaponless (90).

89. You empty your pockets, pack, and purse. "There," you curse, "is everything I have of value." "Good," smiles Maudin, "now get out." Maudin slams the door behind you. You have lost all your treasure but not anything listed on the Event Record. You are also weaponless. Unless you have already picked up another weapon, your fist is all you have to fight with until you do so. When striking with your fist, you do 1 point of damage when you hit, plus any Strength bonus. Go to 80.

90. "Hammer you!" you shout, striking out with your fist and shield. Maudin is taken aback by the sudden onslaught, but recovers quickly enough to defend himself. You are weaponless. Your fist is all you have to fight with. When striking with your fist, you do 1 point of damage when you hit, plus any Strength bonus. Return to 86 to finish the combat, but change the amount of damage Maudin does when he hits you to reflect that he is using your own weapon. If you win this battle, cross off two boxes on the Victory Record because of your extraordinary valor.

**91**

Around the bend in the hallway, you see a fat, shaggy-haired jailor taunting an ogre that is kept behind bars in the room beyond. The jailor must be old Maudin. He is holding a plate of food, coaxing the ogre to take it. In his other hand, he holds an iron rod. The ogre finally reaches for the food, and Maudin yanks it back, whacking the creature's knuckles with the rod. The creature roars with pain. "Serves you right, you stupid beast!" shouts Maudin drunkenly. "If it weren't for you, I'd not be stuck here!" You notice a ring of keys on his belt. You can confront him (92), return to search his room (83), or leave (80).

**92.** You start forward into the light. The ogre's eyes open in surprise, its nostrils flaring. Maudin whirls nimbly for a man of his bulk, grabs the torch from the wall, and thrusts it at your face. You fend it away, knocking it to the floor. Since you have been using your infravision, you are confused by the sudden influx of bright light as the torch swings at your eyes. Maudin the Footpad slips into the shadows. You swing wildly, trying to hit him, but a moment later you hear the western door close behind you. You are locked in the passage! Your eyes clear, and you see Maudin laughing at you through a small window in the door. "I'm so glad you came," he says. "Trudy hasn't had a playmate for ever so many days. I'm sure she'd love a good meal." He then pulls a lever at his side. You hear a bar slide back, unlocking the ogre's cell. Spinning, you find yourself face-to-face with a hungry ogre. It is impossible to retreat. Go to **100.**

**93.** As the ogre falls to the ground, old Maudin lets out a scream of rage. "You filthy goblin-bait! You've killed Trudy!" He throws open the door and charges you, sword ready. If your hit points fall below 6, go immediately to **96.** If you do 7 points of damage or more to Maudin, go to 97. If you defeat Maudin, go to **98.**

Maudin (2nd level thief): AC 6; hp 10; MV 90'(30'); D 1-8; ML 10; AL C

**94.** You dive between Trudy's legs, come up behind her, and lash out at her back. The poor creature is so confused by hunger that she reacts very slowly. Take a free swing at Trudy's back and receive automatic initiative on the next round. Return to 100 and finish the battle.

**95.** With a roar the giant creature scoops you up in its crushing grip and throws you at the door through with Maudin watches. You land with a crack. Take 1-4 points of additional damage. You pick yourself up off the floor and throw yourself at Trudy. Return to 100 and finish the battle.

**96.** You are near the limits of your endurance. If you wish, you can ask for peace and surrender to Maudin (434). Otherwise, return to 93 and finish the battle.

97. You strike out and land a resounding blow on Maudin's skull. He drops his weapon, sits down in the middle of the hall, and begins to moan. "Now what did you do that for," he whines. "Poor old Trudy. Oh, Trudy, Trudy, Trudy." He turns and throws himself over the fallen ogre's form. You easily tie the poor soul up. Go to **98.**

98. You wearily bend down, take Maudin's keys, and check his pockets for anything of value. Roll once for treasure, and cross off G on your Event Record. You shake your head in disbelief. You straighten your stiff back and find yourself facing Trudy's filthy cell. You can search it **(101),** search Maudin's room (83), or return to the hall **(80).**

**99**

You peer up the short hallway. At the end is a set of iron bars. You creep up to them. A huge, hairy hand suddenly shoots out from between them, almost catching hold of your collar! If G is crossed off your Event Record, you can use Maudin's keys to unlock the cell and fight the ogre. If so, unlock the cell and go to 100. Otherwise, return to the hall **(80).**

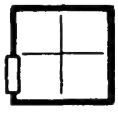
100. Trudy lunges toward you, swiping at you with her huge claw, taking a chunk out of your shield. If you are weaponless, you can pick up the torch and use it for a weapon. It does 1-4 points of damage, but will burn out after this battle and be worthless.

If you roll a 20, go to 94. If Trudy rolls a 20, go to **95.**

If you defeat Trudy the ogre, go to to 93.

Trudy the Ogre: AC 5; HD 4+1; hp 24; MV 90'(30'); #AT 1; D 3-8 (1d6+2); ML 10; AL C

**101**



You waste no time sorting through the rags and muck. Your ring indicates that there is a small secret door halfway up the northern wall. It is carved in the shape of a hen sitting on her eggs. There is no latch to open the door, and you have no way to cut the stone. If E is crossed off your Event Record, go to 102. Otherwise, go to 104.

102. You can see that one of the hen's eggs is missing from the carving. And it is the same size as the iron egg you found back in Nimron's office! You take the iron egg out of your pack and press it into the hollow in the carving. Your fingers tingle slightly from the magic, and the door swings silently open, revealing forgotten dwarven treasures! Inside are a lady's silver bracelet (worth 500 gp) and necklace (worth 1,200 gp), both set with pearls. There is also a gold diadem set with rubies (worth 1,650 gp), three cut garnets (worth 75 gp each), and three phials. Two of the phials' seals are decayed and the contents dehydrated, but the third phial contains a murky liquid. If you wish to taste it, go to 103. Otherwise, there is nothing else here of interest and you can return to the hall **(80).**

103. Cautiously, you break the phial's seal, pull out the cork, and sip the contents. They taste horrible, but you feel a surge of energy run through your body. One point of damage is healed. This is a *potion of healing* and it contains two doses. Each dose heals 2-7 points of damage when you drink it. Be sure to write this down on your Equipment List. You look around a bit more, but it is obvious there is nothing more here. Return to the hall **(80).**

104. Indeed, there is no way at all that you can open the secret door. After some time, you must admit defeat. Go to 80.

**105**

This short, very dusty passage vibrates with the sound of thunder. If H is crossed off your Event Record, go to 111. Otherwise, you may investigate this hall further (106) or return the way you came (either 74 or 81).

106. You walk through the hall, dust billowing up from your feet. Something is wrong. You bend to inspect the stone. Roll Id20. If the number is greater than your Wisdom, go to 107. Otherwise go to 112.

107. As you kneel, the floor beneath your feet suddenly falls to one side. You try to dig your fingernails into the stone as you fall into the darkness. Roll Id20. If the number is greater than your Dexterity, go to 109. Otherwise, go to 108.

108. As you fall, you grab hold of a rusty chain dangling from the trap. You look below your feet and see water rushing in from the south. Straining, you pull yourself up hand over hand. Nimron was crafty. What better treatment for unwelcome guests. Suddenly you discover you have dropped your weapon and shield. There is no way to recover them. Unless you have already picked up another weapon, your fist is all you have to fight with until you do so. You must now raise your AC by 1 until you find another shield. Cross H off your Event Record. Skirting the hole, from which comes the rushing sound of dangerous waters, you can proceed north (81) or south (74).

138. You stalk into the goblin den. The cave is full of rubbish, skulls, furs, and totems. You can roll for treasure up to five times. If the result is a Special Treasure, then add it to your equipment and roll again. If the result is coins, then multiply the value by 10 and stop rolling. Then you can return to the cleaner air of the hall (113).

139. As another of the small goblins collapses beneath you, the huge goblin chieftain leaps into the fray. He is covered with claw necklaces and dirty furs. In his hand is a great forked blade. You block the blade aside and strike. Finally, the chief collapses at your feet. Roll 2d6. If the number is greater than 7, go to 142. Otherwise, go to 143.

140. You fight valiantly, but the goblins are taking their toll. You flee. As you flee, the goblins receive four free attacks on your back at +4 to hit. If you survive, you must drop half your treasure in order to halt their pursuit. Go to 14.

141. Your dwarvish hatred of goblins explodes. With a sudden onslaught, you bowl over the goblin you face. He trips the two standing behind him and they all fall. A few quick blows knocks them unconscious. Return to 137 and finish the battle.

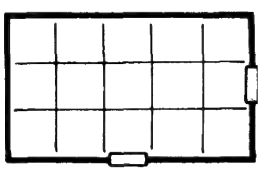
142. Slowly, the goblins back away. The largest goblin, however, leaps toward you. "Me Kagi," he shouts, "and I now chief! I kill you meself!" With a snarl he comes for you. If you win, go to 144.

Kagi: AC 6; HD 1-1; hp 7; MV 90'(30'); #AT 1; D 1-6; ML 10; AL C

143. The goblins try to get out the door and drag you down at the same time. Because of their confusion, you have the initiative in the following rounds. Return to 137 and finish thebattle.

144. With a final blow, Kagi crumbles to the floor. The rest of the goblins throw down their arms in terror and retreat to the corner of the cave. With a short command, you order them to bind themselves and be quiet. They do so. Go to 138.

**145**



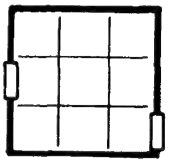
Behind this door is the kitchen. It is hot and full of fire and kettles. An obese cook stands with his back to you, ordering about three goblins that serve him. He is slicing a young pig for supper.

As you open the door, the goblins turn to stare at you. The cook continues slicing, never once looking up. "Well," he shouts, "what do you want? No one is allowed in here! You'll have to wait for your supper like everyone else." The goblins fear to interrupt him, but still strain to get his attention. One manages to stutter, "M-m-m-master...." But the cook interrupts, "Shut up, or I'll dice you into the stew! He throws a piece of tripe over his shoulder, and it lands at your feet. A timid goblin comes over and tries to shove you out the door. You can let him close you out (113) or push your way into the kitchen (146).

146. "Get out of my way," you whisper to the goblin. He runs from the kitchen as fast as his legs will carry him. You stalk in. The other goblins see you coming. They look hopeful that you may rid them of the obese terror. They scatter, hiding under a cupboard to witness the inevitable fight. The cook yells after them, still too busy to be aware of your approach. You notice an empty barrel next to him. You raise it up and pop it over his head. It falls and sticks around his fat waist. With a push, you tip him over and roll him under the table. His kicking and muffled shouts alert no one.

You can take a cleaver or knife, cross one box off your Victory Record, and roll once for treasure. There is a serving window in the eastern wall, closed off with shutters. You can peek through it (147) or you can exit to the south (113).

**147**

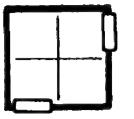


You pause to listen and hear he sounds of many voices within. You also smell pipe smoke and beer. Peeking in very carefully, you see a room full of tables and benches. Ten sweaty bandits are seated about, smoking and drinking. A large, dirty man clad in bearskin looks on. All are absorbed in the progress of a dice game and do not notice you. It would be suicidal to enter. Return the way you came (to either 145 or 148).

**148**

This corridor is well-used and fairly clean. You hear a shout of joy from behind the western door. There are also several voices behind the middle door on the east. The northernmost door on the east seems to be polished. You can open any door; the northern door (149), the western door (147), the southern door (105), the northeast door (166), the southeast door (185).

**149**



As you enter this room, you notice that the northern half of the room is immaculate, decorated with fine silk and tasteful art. The southern half of the room is a shamble of ruined furniture and dirty rugs. Suddenly, one of the dirty rugs rears up on its hind legs. It is a black bear! If NN is crossed off your Event Record, go to 153. Otherwise, you may move slowly back out of the room (to either 148 or 154) or you can fight (150).

150. The bear moves toward you. It flexes its huge claws. You take the initiative and strike. If you win, go to 151. If both the bear's claws strike you in the same round, go to 152.

Bear: AC 6; HD 4; hp 22; MV 120'(40'); #AT 2 claws/1 bite; D 1-3/1-3/1-6; ML 7; AL N

151. Rubbing your bruised ribs, you move to examine the room. The southern half is a tangled mass of bear hides, skulls, teeth, and hair shirts. You find a bag of 50 ep. The beautiful half of the room contains many fine furnishings. There is a set of three golden figurines worth about 50 gp each. You may exit to the east (154) or the south (148).

152. You feel both bear claws rake into your back, and lock in place. The beast hugs you to its chest, picking you up off the floor, causing an additional 2-16 points of damage. You kick and it drops you. If you survive, return to 150 and finish the fight. If both the bear's claws hit you on the same round again, you take another 2-16 points of damage from the hug.

153. The bear does not advance, but sways from side to side. Its attention is fixed on your chest. It stares at the bearclaw necklace. The

bear must recognize it as a symbol of command! Testing your idea, you approach slowly. The bear backs away. You point to the floor in the corner, and the bear retreats there. You can exit to the east (154) or south (148).

**154**

You find yourself in a bedrdom. On the northern wall is a canopied bed draped in silk and satin, layered with pillows. On the south wall is a cot covered with fur throws. You may investigate (155), exit through the secret door your ring outlines on wall (159) or exit to the west (149).

155. You quickly look through the dirty furs but find nothing. If there is anything of value in this room it should be under the bed. However, you find nothing there or in the sidetable. You see that a section section of the bed's carved headboard does not fit properly. You may investigate (156), or exit through the secret door (159) or through the western door (149).

156. Inside the compartment is a small bag of 50 gp and a phial of red liquid labelled "Poison for sword. If you wish to use the liquid on your weapon, cross FF off your Event Record. If you wish to sip the liquid, go to 157. You can also exit through the secret door (159) or the western door (149).

157. You sip the liquid. For a brief moment you feel stronger, inspired. The feeling fades quickly, but you know you have a *potion of heroism.* Mark it on your Equipment List. You can now exit through the secret door (159) or the western door (149).

158. You skirt the mountain and find the small waterfall. Following his directions, you creep underneath the overhanging ledge, so that you are between the waterfall and the mountainside. The ring on your finger tingles and you see witchfire outline a secret door in the rock. You open it and creep inside. Go to 160.

**159**

You are in a small dusty room. There is no sign of life. Your ring outlines a secret door on the west. A set of rough stairs leads up. Some of the steps look wet and slippery. You can open the secret door (154) or climb the stairs (161).

160. You are at the top of a short flight of rough hewn steps. It is dark, but you can tell that the cuts in the stone are fresh. Water is dripping, and some of the steps look slippery. You can proceed down the stairs into Paradise and Thunderdelve (161) or go outside (162).

161. You proceed carefully on the dark, slippery stairs, your infravision used to full capacity. Roll Id20. If the number is greater than your Dexterity, go to 163. Otherwise, go to 164.

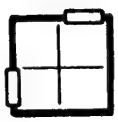
162. You are on a spray-drenched ledge between a waterfall and the mountainside. This must be the secret entrance Nimron described. There are no clues here. You can either go back downstairs (160) or go around the mountain and to the front gate (13).

163. You slip and fall, hitting your chin on the edge of a step. Take 1-4 points of damage. If you survive, go to 165.

164. You nearly slip on the slimy steps, but catch yourself. If you are leaving Thunderdelve, go to 162. If you are entering Thunderdelve, go to 159.

165. You feel dizzy and lose consciousness. A while later, you again become aware of your surroundings. They are unfamiliar. You may be lost inside Thunderdelve. Confused, you compare your surroundings to your map. Go to 207.

**166**



You open the polished door. Inside is a dimly lit room of tapestries, elegant couches, thick rugs, and rare furs. Suddenly out of the dark northern corner, a spear flies at your chest. Roll to see if it hits, using the 1st level Fighter column. If it hits, it does 1-6 points of damage. If you survive, go to 167.

167. You see a bandit guard charge at you from the dark. He opens his mouth to sound an alarm. You must attack instantly to silence him. If you win in the first round, go to 168. If you do not win in the first round, go to 169.

Guard (2nd level thief): AC 6; hp 8; MV 90'(30'); D 1-8; ML 8; AL C

168. Realizing the consequences if an alarm was raised, you silence the guard with one blow. Roll once for treasure. You can exit to the main hall (148) or through the northern door (174).

169. The guard blocks nearly your every move. "Alarm! Foe!" he cries. You must work quickly before reinforcements arrive. Run one round of combat. If you defeat him this round, go to 170. Otherwise, if GG is crossed off your Event Record, go to 173. If not, go to 171.

Guard (2nd level thief): AC 6; hp 8; MV 90'(30'); D 1-8; ML 8; AL C

170. If GG is crossed off your Event Record, go to 173. You give the guard one final blow and he falls. You hear feet in the hall and drag the guard's body back into the dark northern corner, then duck behind a tapestry. The door opens, and you hear several men enter. "You see? I told you Magry, there ain't no alarm. You're hearing things." You hear the door slam and you peek out. They're gone. Roll once for treasure. You can exit to the west (148) or the north (174).

171. As you dodge another of the guard's blows, the western door flies open and four men enter. "By Nargox, Magry, you was right. You did hear something." You back up to the wall so only three can attack you at once. The four look like they just woke up. They have no armor but a shield. If you win, go to 172.

5 Bandits (2nd level thieves): AC 6; hp 5 each; MV 90'(30'); D 1-8; ML 8; AL C

172. You sink into a sofa and strain not to fall asleep. With a shake of your head you rise. You must find Grona! Roll 5 times for treasure. Cross GG off your Event Record. You can exit to the north (174) or west (148).

173. You strike out at the bewildered guard. "Waldo! Magry!" he shouts, "Help me!" You can finish the fight alone. If you win, go to 172.

Guard (2nd level thief): AC 6; hp 8; MV 90'(30'); D 1-8; ML 8; AL C

**174**

Inside is a lavish bedchamber full of rich goods. You scan the room, and your eyes lock on a large chest. If DD is crossed off your Event Record, go to 179. Otherwise, go to 180.

175. You probe for traps. Roll Id20. If the number is greater than your Wisdom, go to 176. Otherwise, go to 181.

176. You find no . As you throw open the lid, you feel the floor beneath you give way. You fall 20 feet, taking 2-8 points of damage. The pit is full of spikes. You must roll 4 spear attacks against yourself using the 4th level Fighter column. Each spear hit causes 1-6 points of damage. If you survive, go to 177.

177. Moaning, you look up the steep walls of the pit. You are trapped until Redface returns. If DD is crossed off your Event Record, go to 182. Otherwise, go to 183.

178. You go to the large chest and examine it. It appears to be unlocked and untrapped. You can check for traps and then open it (175), or return to the main hall (148).

179. Suddenly you hear movement and see a young pageboy cowering behind the bed. It is Davie. He watches you apprehensively. "Stay where you are and I won't hurt you," you say. He nods. "How'd you get here?" you ask. "Waldo came and got me to wait here for Redface." "If I have my way, you'll never have to worry about Redface again," you assure him. You turn your attention back to the chest. Go to 178.

180. You hear sudden movement and see a young pageboy cowering behind the bed. "Stay where you are," you mutter, "and I'll not hurt you." He nods mutely, and you turn back to the chest. Go to 178.

181. You examine the chest, but find no trap. To be safe, you pull away the rugs in front of the chest and examine the floor. It is hinged and will probably open into a pit when the chest lid is raised. You move aside and open the lid. The floor falls, revealing a 20-foot drop into a spike-filled pit. Go to 184.

182. You wait. Finally, a large man with a half-bearded, half-scarred face peers into the trap. If must be Redface. "Well, well," laughs Redface. "Look what we caught." He then pulls a lever hidden behind a tapestry and the lid to the trap swings back up, plunging you into darkness. There is no answer. You have lost this character and must choose a new one.

183. A heavy blanket is thrown down into the pit. You see the page at thing the other end. "Climb up," he whispers, "and I'll secure this end around the bedpost." You clamber up out of the pit. If you wish, you can reward him with some of your treasure. Then you turn eagerly to the open chest against the wall. Go to 184.

184. Inside the chest is an earl's ransom. The chest contains three bags of assorted gems (worth 2,000 gp total), an emerald necklace (worth 2,500 gp), two gold armbands (worth 250 gp each), 500 sp, and 450 gp. A small satin bag also holds a ring sculpted in the shape of a wolfs head. As you take it out, the page cries: "Redface will be angry if you take that! It's the mate to his own ring that he uses to train his wolves." If you want to wear the armbands, mark off JJ on your Event Record. If you want to wear the ring, cross off I on your Event Record. Return to the main hall (148).

**185**

You can hear voices. You open the door cautiously. If GG is crossed off your Event Record, go to 188. Otherwise, go to 186.

186. The reason you hear voices is that the room's occupants are standing next to the door. One of them throws the door open. You fall into the room and and find yourself su--rounded by four bandits. They are armored, but quick grab their swords. "Well, well," mutters one without any teeth, "another half-sized renegade. "What should we do with it, Magry?" asks a skinny one. "Suppose we ought to report it to Trist," sighs one without a shirt. He looks at another bandit, a big man with bulging biceps, and asks: "What do you think, Waldo?" "We're off duty," growls Waldo, "so it ain't none of our business." He points a thick finger at you. "You give us 50 gold apiece and we'll call it even. You ain't seen us, and we ain't seen you." You can pay them the 200 gp if you have them (or their equivalent) and leave (148) or you can fight (187). If you pay them, cross GG off your Event Record.

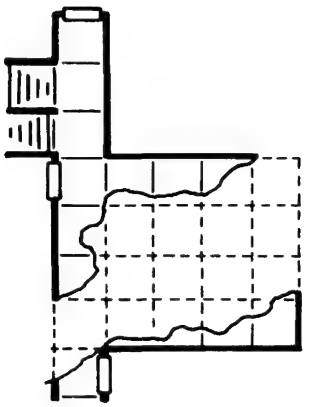
187. You lash out at the unarmored bandits. They can attack simultaneously. If you defeat two of the bandits (including Waldo, 7 hp), go to 189. If you defeat all the bandits, go to 188.

4 Bandits (1st level thieves): AC 8; hp 3, 2,4,7; MV 90'(30'); D 1-8; ML 7; AL C

188. You are in an empty dingy barracks. You rummage through moth-eaten blankets and sagging bunks. If this is your first time here, roll four times for treasure, and return to the hall (148).

189. "All right! Enough!" shout the other two bandits. "We've got pillage duty in 10 minutes. If you can find anything in this muck, you're welcome to it. They turn their backs and wander out the door, grumbling. Cross GG off your Event Record. You can exit to the hall (148) or stay and look around (188).

**190**

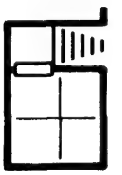


Harsh vapors assail your nostrils as you enter this deserted place. Two sets of stairs, one leading up, the other down, are to the west. Both are labelled with runes. To read them, see Inscription 4. Beyond is a golden door on the western wall. Beyond that a huge crevasse has ripped through this section of Thunderdelve. Out of this pit rise the noxious vapors. You cannot see the bottom of the pit, and it is too wide to jump. Directly to the south, you can see the hallway and a few doors. There is no way for you to reach them. You can also make out a few dark shapes in front of the doors, but cannot tell what they are.

You walk along the narrow crumbling edge extending to the east, but it leads nowhere. To the south, across the pit, you can see another ledge on which rest a few charred bunks and stools. You may exit through the northern door (14), the golden door on the west (200), go upstairs (191) or go downstairs (199).

191. As you climb, the air grows clearer. As you round a corner onto a landing, you kick a dwarf skeleton. It looks many years old. As you look around, you see skeletons of small and large animals mingled with the droppings of some large beast. You can open the door at the top of the stairs (192) or return back downstairs (190).

**192**



The room is lit by natural sunlight filtering in through ivy-covered windows. You are

high atop the mountain in the old watch tower. The room is littered with bones and offal. The glint of gold shines here and there. As you begin to investigate, you hear a flapping of wings, and a gargoyle crawls in through a window. There may be time to retreat (195) or you may fight (196). If you have no magical weapons, you must retreat (195). The gargoyle cannot be damaged by normal weapons.

193. In disgust you pick up the body and throw it out the window. Among the rubble you find 200 gp, a golden belt (worth 1,500 gp), and a silver buckle (worth 20 gp). There is also a sealed flask made of gold (worth 30 gp). You can sample its contents (194) or return downstairs (190).

194. You sip at the liquid and feel a surge of energy. You feel nimble and the speed of your reactions is amazing. You found a *potion of speed.* Record it on your Equipment List and return downstairs (190).

195. The gargoyle hurls itself at you, bowling you over into the refuse. It then turns and slams the door shut. You lash out at it, but your blow glances off its hide, numbing your hand. It shrieks, and rakes at you. You retreat across the room, pull out your most valuable piece of treasure or all of your gold, and throw it out the window. The gargoyle screams and flies out after it. You run back downstairs (190).

196. With a screech, the gargoyle turns and leaps at you. If you roll a 20, go to 197. If the gargoyle's roll is 18 or higher, go to 198. If you win, go to 193.

Gargoyle: AC 5; HD 4**; hp 25; MV 90'(30'); #AT 2 claws/lbite/1 horn; D 1-3/1-3/1-6/1-4; ML 11; AL C

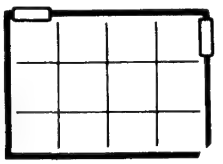
197. You hit hard, stunning the beast. You push it out a window and can go downstairs (190) or wait for it to come back (return to 196 and finish the fight).

198. The gargoyle hugs you to its chest and tumbles backward out a window. As it soars above the mountain, it opens its arms to let you fall but you grab hold of its tail. Frantically, you beat at the gargoyle's legs with your weapon. It writhes in mid-air, trying to throw you off. It will not be able to hold you both in the air for long. Unable to shake you, it lands on the mountain. You let go and the fight begins anew. If you win, you must return to the front gate (1) or the secret door (158).

Gargoyle: AC 5; HD 4**; hp 25; MV 90'(30'); #AT 2 claws/1 bite/1 horn; D 1-3/1-3/1-6/1-4; ML 11; AL C

199. You proceed slowly through the loose rubble littering the way. As you go deeper, the vapors become thicker, and you find breathing difficult. Just as you are about to turn back for lack of air, the stairs end in a great fall of rock and stone. The mines are sealed off. You climb back to the hall (190).

**200**



Behind the golden door is a barracks covered by a thick layer of dust. Roll once for treasure. The southeast corner of the room has been destroyed and a few vapors waft in through the gap. As you draw closer, you see that it might be possible to jump into another room farther to the south, by hanging onto the wall, edging around the pit, and swinging into the southern room. There is no other way of reaching that room from this area. You can swing across the pit (201), exit through the northern door (207), or exit through the eastern door (190).

201. You take a firm hold on the wall and begin edging across. Then you try to swing over the pit. Roll Id20. If the number is greater than your Dexterity, go to 203. Otherwise, go to 202.

202. You swing to the far side and land, your feet wobbling precariously on the crumbling edge. At the last moment, you throw yourself forward and fall safely to the floor as the ledge behind you breaks off. There is no going back. Go to 209.

203. As you swing, you lose your grip and slip. You tear your nails into the stone to catch yourself and reach for the ledge. Desperately, you try to find a hole for your toes as the vapors reach up to claim you. Roll Id20. If the number is greater than your Strength, go to 204. Otherwise, go to 205.

204. The ledge you hang on crumbles, dropping you into the abyss below. You fall 200 feet into the mine landing. Take 20-200 points of damage. If you survive, go to 206.

205. The ledge begins to crumble. You drag yourself back up into safety and roll over quickly, as the ledge slides down into the darkness below. You have reached the room to the south, but there is no going back. Go to 209.

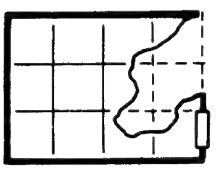
206. Unless someone comes to the pit with a long rope and hears your feeble cries for help, you are trapped. The mines lay in ruin and there is no way out. You have lost this character and must choose' a new one.

**207**

This passage is littered with boots, shirts, axes, and belts. You can investigate (208), climb the northern stairs and open the narrow door at the top (47), or exit to the south (200).

208. You find a purse containing 35 ep. You also see a mithril *dagger + 1* lying in a rotten leather sheath studded with small opals (worth 110 gp). You can climb the northern stairs and open the narrow door at the top (47) or exit to the south (200).

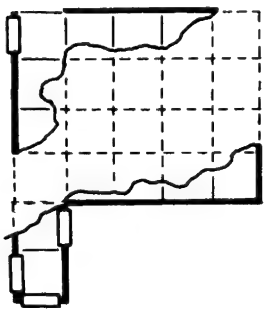
**209**



You find yourself on a ledge that was once the floor of this room. A mithril door leads to the east. The pit lies in the heart of this room, which was once a barracks. Skeletons lie on the floor and beds. You can look for a clue to their fate (214) or exit through the only remaining door (211).

210. You shake visibly from this experience. Glancing about the room and you spot a bone and silver brooch on one of the skeletons. It appears to be worth about 900 gp. If you take it, cross J off your Event Record. The only exit from this room is the mithril door on the east (211)

**211**



This short stretch of corridor originally connected up farther north across the pit, but

has been cut off. The only exits are the door on the east, a mithril door on the west, or a long jump down. There are several dwarf skeletons here. Between the skeletons is a chest. You may open it (212), exit to the east (230), or exit through the mithril door on the west (209).

212. You open the chest cautiously. Inside are 50 pp, a partially completed crown (worth 500 gp), a diamond bracelet (worth 1,000 gp), and a sealed phial. You may sample the phial (213), exit to the east (230) or exit to the west (209).

213. You sip the phial but you can tell something is wrong. You spit repeatedly, trying to get the bitter liquid out of your mouth. Make a Saving Throw vs. Poison. If you succeed, go to 215. If you fail, go to 216.

214. All you find is their remains and the dim shadows cast by the shifting vapors. The shadows are really the creatures of living darkness, and three of them attack you! If you are hit, go to 217. If you roll higher than a 17, go to 219. If you are defeated, go to 218. If you win, go to 210. If you have no magical weapon, go to 221.

Shadows: AC 7; HD 2 + 2*; hp 9,11,17; MV 90'(30'); #AT 1 touch; D 1-4 + special; ML 12; AL C

215. You choke a bit more but cough up most of the foul liquid. Take 1-8 points of damage. If you survive, go to 220.

216. You feel faint and fall to the ledge, nearly tumbling over. Take 2-16 points of damage. If you survive, go to 220.

217. A shadow's amorphous hand passes into your chest. You feel a cold hand take hold of your heart. Take 1-4 points of damage, and reduce your Strength by 1 point. If your Strength falls to 0, go to 218.

218. You feel your body lighten. Your armor and clothing fall to the floor. You, too, are now a shadow and will remain here to haunt this room. This character has been defeated. You must choose a new one.

219. With a mighty power you strike out. The heat of your passion passes into your blow, causing it to do double damage to the cold creature before you. Return to 214 and finish the battle.

220. You lie still for a while, but soon the cold of the stone begins to tempt you to sleep and dream. With a start, you sit up, realizing what happened to the dwarves that slept here before you. Rising, you throw the phial far into the pit. You do not hear it smash below. You may exit to the east (230) or to the west (209).

221. In near-panic, you strike out at the blackness before you. Your blow passes harmlessly through the form. Without a magic weapon, you must retreat. The shadows receive three + 4 attacks at your back as you flee. If you are hit, go to 222. If you survive, go to 211.

Shadows: AC 7; HD 2 + 2*; hp 9,11,17; MV90'(30');#AT1 touch; D 1-4 + special; ML 12; AL C

222. A shadow's amorphous hand passes into your chest. You feel a cold hand take hold of your heart. Take 1-4 points of damage, and reduce your Strength by 1 point. If your Strength falls to 0, go to 218. Otherwise, return to 221 and finish the shadows' attacks. You lose an additional Strength point each time you are hit.

**223**

Evil-smelling fumes roll over you. You are standing on a landing. Stairs lead down. Something massive has battered the stairs into featureless rubble not far from where you stand. You could never descend the slope safely. You turn to leave, then notice that your ring outlines a secret door on the west. You can open this secret door (224) or return to the main hall (24).

**224**

You open the door slowly, gagging slightly on the nauseous fumes. This is the great vault of Nimron. Treasure lies everywhere. In your excitement, you begin to rush forward, but materializing out of the darkness and advancing toward you is a pale, semi-transparent wraith! There is still time to flee back to the great hall (24), or you may stay and fight 226. If you have no magical weapon, you cannot harm the wraith and must flee (24).

225. You shake off the chill surrounding this foul creature. The vault now seems somehow cleaner, and you are no longer troubled by the presence you felt earlier in Nimron's office. You scan the vault. It is rich with treasure. There are silver ingots (worth 3,000 sp), 100 pp, 1,000 gp, a golden and mithril helm (worth 3,000 gp), and three phials plainly labeled in Nimron's scrawling hand. To read the labels, see Inscription 5. Record these items on your Equipment List. You will not be able to carry the coins and ingots though, unless you have a *bag of holding*. If you wish to wear the helm, mark off II on your Event Record. Return now to the main hall (24).

226. You stand firm as the voiceless horror rushes toward you. If you are hit, go to 227. If you roll a 20, go to 229. If you lose, go to 228. If you win, go to 225.

Olic's wraith: AC 3; HD 4**; hp 25; MV 120'(40'); #AT 1 touch; D 1-6 + energy drain; ML 11; AL C

227. The wraith's bony finger dodges around your parry and touches you lightly on the chin. You feel a jolt of electric magnetism, taking 1-6 points of damage and instantly losing one level of experience. If you survive, return to 226 and finish the fight. Each time you are hit, you lose one level of experience.

228. You feel yourself dissolve into the darkness of the netherworld and look up to face your new companion. He is a grim-faced dwarf named Olic. You have lost this character and must choose a new one.

229. You smash the creature back against the wall, pummeling it again and again, causing double damage to it. You automatically receive the initiative in the following rounds. Return to 226 and finish the fight.

**230**

If KK is crossed off your Event Record, go to 232.

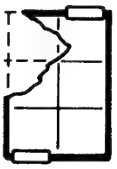
This room holds furnishings for three dwarves. Ten skeletons lay about. The door on the east is barricaded shut. What could have been so terrible that these dwarves barricaded themselves in here to their dooms? You may unbarricade the door and find out (231) or return to the west (211).

231. Slowly, you remove the rubble that has been piled in front of the door. It is arduous work and you find yourself sweating heavily. You have no doubt that 50 years has not affected whatever horror lies behind this door. Gradually you clear a way and lay your hand on the door's ring. Slowly, you pull the

door open. Cross **KK** off your Event Record and go to 240.

232. As you reenter this room, you spot a glitter among the rubble. You clean around the spot and uncover a bag studded with gems (worth 250 gp). You test its carrying capacity. Little by little you add your wealth. You have found a *bag of holding.* You can exit this room to the east (240) or the west (211).

**233**



The northwest corner of the room has disappeared into the pit. The vapors there are particularly thick. From the remnants of the room, you can tell that it was the living quarters for three fairly important dwarves. Their beds, table, and chairs are of fine construction; the walls are hung with once-fine tapestries. All are now charred and blackened by fire. A great axe hangs on the east wall, and a singed chest sits in the southeast corner. You may investigate further (236), or exit to the north (256) or south (240).

234. You shake your head, trying to clear the dizziness. You look around, then recall that you were about to open a chest. Kneeling next to the chest, you grip the lid. It crumbles in your now-blackened hands. Inside this pile of charcoal are 100 sp, two turquoise stones worth 20 gp each, a set of beautiful gaming pieces (worth about 50 gp), and a phial. Unfortunately, the great axe's haft is too badly burnt to serve as a weapon. You may sip the phial's contents (235), exit to the north (256), or exit to the south (240).

235. You sip cautiously and feel a cool tingling for a moment, and then it fades. From experience you know this is a *potion of fire resistance.* Record it on your Equipment List. You may now exit to the north (256) or south (240).

236. As you approach the chest, you see the swirling vapors thicken before you into the ghost-like forms of two vapor ghouls. You can retreat before they form, or stay and fight. If you have no magical weapon, you cannot harm the vapor ghouls and must retreat. If you are hit, go to 237. If you kill one, go to 238. If you win, go to 234.

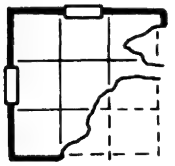
Vapor ghouls: AC 2; HD 3*; hp 17,12; MV 160'(40'); #AT 1 touch; D 1-4 + special; ML 9; AL C

237. The vapor ghoul's arms lengthen, reach past your defenses, and grasp your head. You feel a shock; take 1-4 points of damage, and lose one point of Intelligence. If your Intelligence falls to 0, you are defeated. If you survive, return to 236 and finish the fight. You lose one point of Intelligence each time you are hit.

238. You lash out with your strong arm, sweeping through the metaplasmic form of the ghoul, dissolving it into harmless vapor. Roll 2d6. If the number is greater than 9, go to 239. Otherwise, return to 236 and finish the fight.

239. The other ghoul wails and returns to vapor, disappearing back into the pit. Go to 234.

**240**



The eastern end of this room has collapsed into the pit, except for a narrow bridge leading over the chasm and to the east. A sickly, snake-like stench fills the air. This room is filled with sword racks and suits of chainmail. Old shields and axes hang from the walls. The armor is rusty but serviceable. The weapons are serviceable but are at -2 to hit because of dullness. You may take a sword, axe, shield, and suit of chainmail if you lack them. You may investigate this room further (243), exit to the north (233), or exit to the west (244).

241. In disgust, you kick the bloated red bodies off the bridge. Straining, you stand on tiptoe and take down the great hammer. It throbs in your hands, its might immediately manifest. If C is crossed off your Event Record, go to 245. Otherwise, go to 246.

242. You feel the hammer trying to control you, but with a wrench of self-discipline, you retain control. Cross K off your Event Record and go to Section S3.

243. Surely this room is the old armory. You look about for a special table or chest, but see none. Hanging on a fragment of the eastern wall that drops down from the ceiling over the bridge, is a great hammer of pure mithril, studded with emeralds and diamonds. It matches the description of the legendary Hammer of Vitroin. You can sense power radiating from it. If you do not take the hammer, you can exit to the north (233), west (244), or east across the bridge (365). Or you can go to the hammer and take it down (247).

244. You push at the door. If KK is crossed off your Event Record, go to 230. Otherwise, go to 249.

245. Suddenly, a pure light shines forth from the hammer and it speaks. "I read the purpose in your mind and know you have no right to take me. The Clanmaster has not so spoken. Replace me." You feel a powerful wrenching in your mind and begin to replace the hammer. You struggle to master your own body, but the power of the hammer is too great. You replace the hammer high on the wall and turn to exit. It is apparent that no bandits live in this section of Thunderdelve. Grona could not possibly be here. You may exit to the north (233) or east across the bridge (365).

246. You have done your duty for Nimron. Now you must return with the hammer and Grona Marblefist. With it, she may be healed. As you begin to leave the room, a bright light shines forth from the hammer, and it speaks, "I sense your desire to leave Paradise. I would know why." You look down at the hammer and reply, "I must take you to Grona Marblefist, your Keeper. She is in need of your healing, that she may return and combat the fyrsnaca that has ruined these halls." The hammer speaks again, "The Keeper's health is not my concern. Too long have I hung here useless. Are you not a dwarf? If there be a fyrsnaca, take me yourself and together we shall combat it." To battle the fyrsnaca is in conflict with your agreement with Nimron. Suddenly, the hammer resists you mightily. You must make a Control check. One of you will gain mastery over the other. Add your Intelligence and Wisdom scores. This is your Will. If you are wounded, you must roll Id8 and subtract 1-8 points from your Will. If your Will is then greater than 14, go to 242. Otherwise, go to 247.

247. You move onto the bridge and reach up to grasp the hammer, but before you take it, you feel something tug at your feet and try to pull you off the bridge. While trying to regain your balance, you look down and see four red, bloated worms writhing about your legs. They crawled out of the pit when you reached for the hammer, almost as if they were guarding it. You are trapped on the bridge, and you must fight with whatever weapon you already have. When you are bitten, go to 254. If a worm's roll is 1, go to 250. If a worm's roll is 20, go to 251. If you roll 20, go to 252. If you win, go to 241. If you lose, go to 253.

Red worms: AC 7; HD2 + 2;hp 10,15,12,8; MV 90'(30'); #AT 1 bite; D 1-4 + poison; ML 9; AL C

248. Your will melts. You realize that you will never be able to take the hammer from Thunderdelve but that you are just as capable of facing a fyrsnaca as is Grona Marblefist. You will find the fyrsnaca and slay it yourself with the help of the hammer. The hammer has taken complete control of you. You can use no other weapon, and you cannot leave Thunderdelve until the fyrsnaca is destroyed. If this character is slain, your next character will be under the same prohibition. You may exit to the north (233), the west (244), or east across the bridge (365).

249. The door is barred from the other side. You take one of the axes off the wall and chop a hole in it big enough to crawl into the other room, but in order to do so, you must writhe your way through much debris and many pieces of rock and beam. Your foot becomes caught between two rocks and pull with all your might. You are free, but the rubble behind you collapses, blocking your return to the east. You could clear it away, but it would take time. Go to 230.

250. One of the worms lunges at your feet. You step quickly aside, and it falls off the bridge, never to be seen again. Return to 247 and finish the battle.

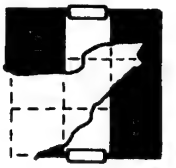
251. The worm bites at your arm, and you parry with your weapon. Savagely, the worm snaps at your weapon, bites it in two and swallows it, leaving only the handle in your fist. If you have another weapon, you may draw it but cannot attack that round. If you have no other weapon, you must fight with your fist, causing 1 point of damage plus any Strength Bonus per hit. Return to 247 and finish the battle.

252. The mass of crimson flesh throws itself at your knees, knocking you to the bridge. Immediately, you are buried under a worm. The worm rears back, its hungry mouth watering for its meal. You take advantage of its position and sit up, twisting your legs out from under the creature and hacking at it with your weapon. It falls from the bridge. Return to 247 and finish the battle.

253. With a final vicious attack, the worm bites at your forearm and holds on. You beat at it, trying to free yourself, but you are too weak. You try to pull away, but step back into the empty space beyond the bridge's edge. You fall backward into the abyss, dragging the grotesque worm with you. This character has been defeated, and you must choose a new one.

254. Hundreds of the worm's razor-like teeth rasp against your leg. You feel a burning sensation. You must make a Saving Throw vs. Poison each time you are bitten, or suffer double damage. If you survive, return to 247 and finish the battle.

**255**

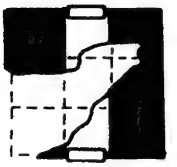


This short hall has been divided by a great crevasse. From the depths of the pit, you hear a dull rumbling. A large part of this region has been swallowed into the pit which extends to the south and west. You cannot see the bottom, but can detect the foul-smelling vapors that swirl from it.

Across the pit is part of your hall leading to a blackened door. The pit here is only ten feet wide. You might be able to jump it, but the southern ledge is crumbling. It would certainly break off and plunge you to your death. As you peer over the pit's edge, you feel a tingling presence run up your spine. You turn and see a dim form coalescing from the vapors. It is a vapor ghoul. You are trapped between it and the pit. If you do not have a magical weapon, go to 261. If you are hit, go to 259. If you roll a 20, go to 260. If you win, go to 257.

Vapor ghoul: AC 2; HD 3*; hp 15; MV 160'(40'); #AT 1 touch; D 1-4 + special; ML 9; AL C

**256**



You open the door and step out onto a ledge—all that remains of a hallway swallowed into the pit. Stepping on a weak part of the ledge, you feel it crumble beneath your feet. You catch hold of the charcoaled doorframe just as the ledge slides into the pit. As you dangle over the vaporous void, you see your weapon and shield fall. Cursing, you pull yourself back up into the shelter of the southern room. Unless you have an extra weapon, you must fight with your bare fists until you find one. When striking, you will cause 1 point of damage plus any Strength Bonus. Also, you must raise your AC by 1 point until you find another shield. Go to 233.

257. You lean back against the wall and try to clear the fuzziness from your head. The vapor ghoul condenses into a pool of liquid on the floor. You dimly recall a legend that good may come of drinking this ghoul's essence, or that by saving it, *potions of undead control* may be distilled. If you wish to drink the foul-smelling liquid, go to 258. Otherwise, return to the north (74).

258. You feel immediately strengthened and 2-7 points of damage are healed. Also, you regain 2-7 points of Intelligence (if you lost any). Now you must return to the north (74).

259. The vapor ghoul's arms lengthen, reach past your defenses, and grasp your head. You feel a shock, take 1-4 points of damage, and lose 1 point of Intelligence. If your Intelligence falls to 0, you are defeated. If you survive, return to 255 and finish the fight. You lose one point of Intelligence each time you are hit.

260. You lash out with your strong arm, sweeping through the metaplasmic form of the ghoul, dissolving it into harmless vapor. You have won. Go to 257.

261. Trapped between the ghoul and the pit, you have no magic. Fear threatens to paralyze both your mind and body. Logic dictates that you have only two choices. You must either try to rush through the vapor ghoul (262) or jump the 10-foot pit, hoping the crumbling ledge to the south will hold long enough for you to scramble through the far door (263).

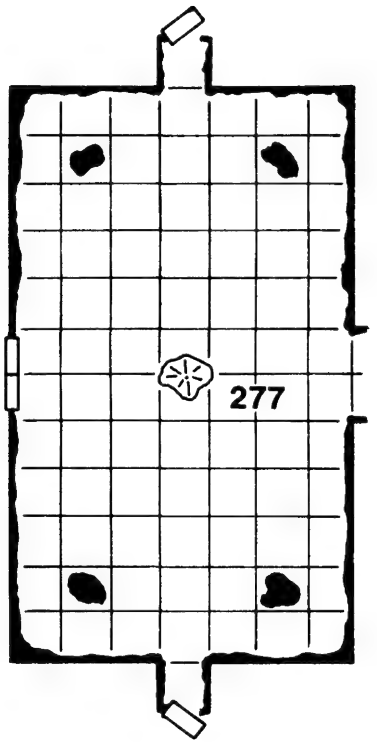
262. You throw your arms in front and swing your weapon madly. The vapor ghoul hesitates. You rush by, but not before it reaches out to grab you with a misty hand. The vapor ghoul receives one +4 attack as you pass. If you are hit, go to 264. If you are not hit, return to the hall (74).

Vapor ghoul: AC 2; HD 3*; hp 15; MV 160'(40'); #AT 1 touch; D 1-4 + special; ML 9; AL C

263. As the misty creature rushes forward, you leap the pit to the far ledge. A large piece of it breaks off, and you throw yourself forward, catching hold of the doorframe. But you cannot pull yourself up. Your shield and weapon hinder you. Either they or you must go into the pit. You drop them, then swing up into the southern room. Unless you have an extra weapon, you must fight with your fists until you find one. When striking, you will cause 1 point of damage plus any Strength Bonus. Also, you must raise your AC by 1 point until you find another shield. Go to 233.

264. The vapor ghoul's arms lengthen, reach past your defenses, and grasp your head. You feel a shock and lose 1 point of Intelligence. If your Intelligence falls to 0, you are defeated. If you survive, you find yourself safely in the hall. The vapor ghoul will not leave its resting place to pursue you.

**265**




This enormous, once-festive hall is now in ruins. Charred tables, benches, and skeletons lay tumbled together where they fell during the sudden and fiery onslaught of the fyrsnaca. The room is filled with the sound of dull thunder constantly booming in the distance. An enormous gem glows high up on a central pillar. You have heard of this fabled uncut stone, the Heir's Stone. It was left exactly where it was found when the dwarves were excavating this hall. Standing at the base of the pillar is a statue of a happy dwarf, his arms thrown wide in greeting.

You take account of the exits now. The great doors leading to the west (74) are coated with rnithril. The smaller doors on the north (281) and south (306) have both been blasted off their hinges or burned away. Above the northern and southern doors are more runes. To read them, see Inscription 6. A great arch in the eastern wall opens onto a descending flight of stairs (366).

As you enter the hall, you sense movement. You look around and notice the statue of the dwarf is moving toward you, its face carved into a smile, its fists clenched. You know these dwarven statues are controlled by a key word but you do not know it. If both L and Y are crossed off your Event Record, go immediately to 270. If L is crossed off your Event Record, go to 269. If Y is crossed off your Event Record, go to 272. Otherwise, you may retreat back the way you came (to either 74, 281, 366, or 306), or you can try to dodge around the statue and reach the exit of your choice. If you dodge, read entry 266.

266. As you move past the statue, it lunges for you. It moves faster than you do, but hopefully your reactions are quicker. Roll Id20. If the number is greater than your Dexterity, go to 271. Otherwise, go to 267.

267. You dodge aside, nearly tripping over a burned trestle, but making it safely to an exit: west (74), north (281), east (366), or south (306). You have not defeated the statue. He will await your return. If you try to recross the hall, you will have to dodge again.

268. The statue crumbles. Nothing is left but half a face. However, there is more here than rock. You stoop and scoop up an enormous ruby (worth 6,000 gp). It is the statue's heart! If you take it, cross M off your Event Record. You may exit the hall to the west (74), north (281), east (366), or south (306). Or you can investigate the pillar of Heir's Stone, now that the guardian statue has been dispatched (277). You can now freely reenter the hall.

269. You remember the manuscript you read in the library. "Heir's Arm!" you shout. The statue stops, bows to you, then returns to its original position. You may exit the hall to the west (74), north (281), east (366), or south (306). Or you can investigate the pillar of Heir's Stone (277).

270. You have received instructions about this statue from the library scroll and from Chalcidar. If you wish to follow the scroll's advice, go to 269. If you wish to follow Chalcidar's advice, go to 272.

271. You dodge around the stone dwarf, but he is too quick for you. He grabs hold of your arm and begins to crush it in his vice-like grip. If you hit and do at least 8 points of damage in one blow, go to 273. If the statue's roll is 20, go to 274. If you defeat the statue, go to 268.

Dwarf: AC 3; HD 6*; hp 35; MV 120'(40'); #AT 1 fist; D 2-8; ML 12; AL N

272. Recalling the words of the watery spirit in the Crystal Caves, you shout, "Chalcidar!" The statue stops and stares at you, the smile vanishing from its face. Go to entry 268.

273. With a brutal blow, you knock the statue over. You can run from the hall and out the exit of your choice while the statue recovers. If you wish to flee, exit to the west (74), north (281), east (366), or south (306). If, however, you wish to continue fighting the statue, return to entry 271 and finish the fight. You automatically gain the initiative in the coming rounds. If you flee, you have not defeated the statue. He will be awaiting your return. If you try to recross the hall, you will have to dodge again.

274. As you aim a blow at the statue's neck it reaches up and catches your weapon in its hand. If your weapon is magical, go to entry 275. Otherwise, go to 276.

275. Your arm goes numb from the shock of the blow, but you recover quickly. The statue will, however, automatically gain the initiative in the coming rounds. Return to 271 and finish the battle.

276. Your weapon shatters and your arm goes numb. A silent voice in your head suggests that it may be time to retreat. Unless you have an extra weapon, you must fight with your bare fists until you find one. When striking, you will do 1 point of damage plus any Strength Bonus. Return to 271 and finish the fight.

277. You walk slowly around the pillar. On the eastern side you notice a small set of handholds. If you wish, you can climb the pillar (278). Otherwise, you can exit the hall to the west (74), north (281), east (366) or south (306).

278. You lay down your shield and weapon and begin climbing the spire. As you climb, you can feel the light of Heir's Stone burning brighter and brighter. You feel the essence of earth and stone, the purity of gems, the special fire of precious metals. You feel and sense the reality of Paradise all around you, something that transcends your surroundings. Finally, you reach the top and look into Heir's Stone. Its inner fires possess a depth you can only guess at. If N is crossed off your Event Record, go immediately to entry 280. Otherwise, you can touch Heir's Stone (279), or climb back down and exit to the west (74), north (281), east (366), or south (306).

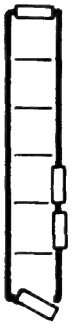
279. You tentatively reach out your hand, then yank it back as your fingers encounter an aura of icy fire. But something pulls at

you, and you reach out again. Your hand does not encounter a hard jewel—it passes through the stone and into its heart. You are hit with a sudden surge of energy, and black out. In the blackness, a light burns. Runes float before your mind's eye. To read them, see Inscription 7. The light grows. The Great Hall around you is swept with a purifying fire that leaps from the Heir's Stone and wipes away every vestige of fyrsnaca's wrath. It is a holy fire that is the exact opposite of the fyrsnaca's lustful flame. The pestilence is purged and all is clean again.

As this mental fire dies away, you awake to find the hall as it was before; But you are lying at the base of the pillar, healed of 2-12 points of damage. Cross N off your Event Record. You may exit the hall to the west (74), north (281), east (366), or south (306).

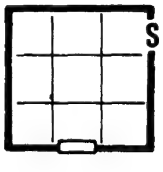
280. You find that you can go no further. Something holds you back. You have much to accomplish before reencountering Heir's Stone. You climb back down and exit to the west (74), north (281), east (366), or south (306).

## 281



This hallway has been blasted with fire. Cinders cling to the walls. Even the rock is cracked, especially at the southern end of the hall. The southmost door on the east has been completely burned away. The other two eastern doors are charred but solid. The northern door appears to be made of a dark metal. You can pass through the northern door (282), the middle eastern door (294), the southmost eastern doorway (296), or the southern doorway (265).

## 282




The metal door fits snugly in its frame, but opens easily when pushed. Inside is a library. The walls are covered with shelves holding damp scrolls. There are several soggy, decayed chairs. The floor is wet. Your ring outlines a secret door on the eastern wall. If you wish to investigate this room further, go to entry 283. Otherwise, return to the hall (281).

283. You take a scroll down from the shelf nearest the door. It crumbles in your hand, leaving nothing but the wooden spindle. All these writings are decayed beyond repair unless there is some magical means to restore them. The water in the room is responsible for the mold and decay. You look around and see that a crack has opened in the ceiling that lets water in from outside. Then you notice several restless, black shapes hanging from the ceiling. You can retreat to the hall (281) or try quietly crossing over to the secret door (284).

284. You tiptoe toward the secret door, trying to maintain your footing on the slimy floor. Roll Id20. If the number is greater than your Dexterity, go to 286. Otherwise, go to 287.

285. You shake your head, making sure no bats are stuck in your hair. You proceed to the secret door. Go to 289.

286. You slip slightly and fall against a scroll rack, sending several scrolls tumbling noisily to the floor. The bats hanging from the ceiling descend in a black cloud. Most of them swarm out the fissure in the ceiling, but two dive and attack you. If you roll a 20, go to 288. If you win, go to 285.

Giant bats: AC 6; HD 2; hp 13,9; MV 180'(60'); #AT 1 bite; D 1-4; ML 8; AL N

287. You skirt disaster and arrive at the secret door. The bats on the ceiling remain undisturbed. Go to 289.

288. With a quick whack, you smack a bat across the room and into the wall. It drops into the water and lies still. Return to 286 and finish the fight.

## 289

This metal door creaks back on its rusty hinges. Inside are more, better-preserved scrolls. Yet here too, the dampness has seeped in and some of the scrolls are moldy. If you wish to investigate further, go to 290. Otherwise, return to the hall (281).

290. You walk in and put your hand on a scroll, ready to take it down from the shelf. Suddenly, you realize that this is no normal mold. It is yellow mold. You dare not move; you hardly dare breathe. Roll Id20. If the roll is greater than your Dexterity, go to 293. Otherwise, go to 291.

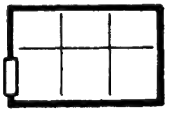
291. Carefully, you back toward the door, placing your feet in the same spots you stepped coming into the room. Finally you find yourself back in the damp library. Go to 292.

292. You discover you still have the scroll you picked up in the yellow mold room! Fortunately, it is not contaminated. You risk striking a light to read by. The few bats on the ceiling fly back up the fissure. Most of the scroll is too badly damaged to read, but you can make out the end section wrapped closest to the spool. To read the scroll, see Inscription 8. Return to the hall (281).

293. You gingerly lower your hand to your side. Slowly, you move toward the door. But as you do, your back hits a shelf. The yellow mold spores explode. You instantly take 1-6 points of damage and leap out the door before the spores engulf you completely. You must make a Saving Throw vs. Poison. If you fail, take another 2-12 points of damage. If you survive, go to 292.

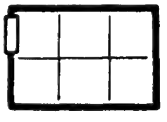
294. You push on this door, but it is locked. If G is crossed off your Event Record, go to 295. Otherwise, return to the hall (281) and try another door.

## 295



You take out old Maudin's keys. One of the keys of dwarf-make unlocks the door. It swings open. Inside is a room that does not look much different than it did many years ago. It is decorated in green. A sitting and sleeping area share the space. You search for any clues but find nothing. There does not seem to have been anyone living here. Return to the hall (281).

## 296



You peer around the charred doorframe into this room. It was mostly consumed by fire. You notice some strange holes. It looks as if the rock itself has been burned away in spots. You can investigate further (297) or return to the hall (281).

297. The room was once a bedchamber. The floor is laced with holes. As you bend closer to examine one, a peculiar scent wafts out of it. Suddenly, the stench is overwhelming. Four red, pulsating bloated worms erupt out of the holes and attack. If you are bitten, go to 302. If you roll a 20, go to 299. If you kill two worms, go to 300. If a worm's roll is 20, go to 301. If you win, go to 298.

Red worms: AC 7; HD 2 + 2*; hp 7,12,15,9; MV 90'(30'); #AT 1 bite; D 1-4 + poison; ML 9; AL C

298. You quickly kick the ugly carcasses back down the holes. You hear other worms below so you had better hurry! While you were fighting, you spotted a small metal box, only partially melted by the intense heat of the fyrsnaca fire. You grab it and run back into the hall. You struggle to open the box, but the lock is melted. In frustration, you stamp on it with your iron-shod boot, breaking the hinge. Inside is a document covered with runes. Most is ruined by fire and rust, but the first part is legible. It is a dwarf summary of a document's contents. Unfortunately, the rest of the document is illegible. To read it, see Inscription 9. Go to 281.

299. With a sudden rage, you whirl in a frenzy, raining blows on the worms. They fall back momentarily before the onslaught. Each worm takes 1-4 additional points of damage. You can flee back to the hall while they are stunned (281). Otherwise, return to 297 and finish the fight.

300. With a crushing overhead blow, you slam one of the worms back down its hole. Roll 2d6. If the number is greater than 9, go to 303. Otherwise, return to 297 and finish the fight.

301. If XB is crossed off your Event Record, go to 304. One of the worms swallows your foot. Only your heavy boot protects you from severe damage. The worm quickly backs down a hole, dragging you with it. As your leg disappears underground, you grab hold of the top of the hole and pull back. Your foot pops out of the boot. With one foot bare, you leap to your feet to confront the worms. Cross **XB** off your Event Record. Return to 297 and finish the fight.

302. Hundreds of the worm's tiny razor-like teeth rasp against your leg. You feel a burning sensation. You must make a Saving Throw vs. Poison. If you fail, take double damage. You must Save vs. Poison each time you are bitten, or suffer double damage. If you survive, return to 297 and finish the battle.

303. Each of the remaining worms disappears down into the pit. Go to 298.

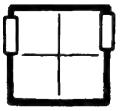
304. If XC is crossed of your Event Record, go to 305. Another worm engulfs your remaining boot, dragging you closer to the other's gaping jaws. You frantically kick the second boot loose. Return to 297.

305. No boot protects you this time as the razor-teeth lance into the flesh of your leg. Take Id6 points of damage and make a Saving Throw vs. Poison. If you make your save and survive the damage, return to 297 and finish the fight. Otherwise, your character has just fallen into a paralyzed stupor and the worms drag him into their lair, never to be seen again. Start a new character.

**306**

This once-handsome hall was covered by carvings and mosaics. They are now cracked and broken. The door on the north is blasted off its hinges. A portion of the western wall has collapsed into a gaping pit. Foul vapors waft up out of it. On the south is a beautiful door of mithril covered with gems in the design of a forge surmounted by a five-starred crown. You may pass through the copper door on the west (307), the silver door on the southeast (323), the brass door on the northeast (312), the mithril door on the south (336), through the gaping hole in the western wall (364), or through the doorway on the north (265).

**307**



The copper-plated door is green with age and scorched by fire. It swings back slowly on stiff hinges. This dwarf home is now decayed, its furnishings covered by mold. You look around and notice that there are pitchers, empty phials, sealed jars. You open one of the sealed jars. Inside are a dozen dried bat wings. You may leave (306) or open the door on the west (308).

**308**

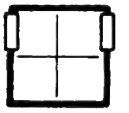
This bedchamber is as moldy as the outer room. Dust lies thickly everywhere. The walls are covered with shelves holding strange objects—skulls, and skeletons of small animals. A cache of phials catches your eye. You examine them and see that all but three have deteriorated into powder. You may sip the red (309), green (310), or purple (311) liquid, or leave (306).

309. This liquid is so sweet that you almost spit it out, but you feel a vigor coursing through you. You heal two points of damage. This is a *potion of healing.* Return to 308 and make another choice.

310. This bitter liquid burns your throat. You take two points of damage. Make a Saving Throw vs. Poison. If you fail, you take an additional 2-8 points of damage. If you save, you take 1-4 points of damage. If you survive, return to 308 and choose again.

311. This flavorless liquid suddenly gives you a keen sense of memory and reason. It is a *potion of mind control.* If you drink it before fighting vapor ghouls, they are not able to drain your Intelligence. Return to 308 and make another choice.

**312**



The blackened brass-plated door is partially open. You peer in and see that a large part of this room was consumed by fire. It is in ruin and there is nothing of value. You may leave (306) or open the door on the east (313).

313. As you cross the room, two dark shadows rise out of the ashes. You may flee back to the hall before they reach you (306), or you can stay and fight. If you do not have a magic weapon, you must flee. If you are hit, go to 314. If you roll a 17 or higher, go to 315. If you win, go to 316. If you lose, go to 317.

Shadows: AC 7; HD 2 + 2; hp 15,10; MV 90'(30');#AT 1 touch; D 1-4 + special; ML 12; AL C

314. One of the Shadow's amorphous hands passes into your chest. You feel a cold hand take hold of your heart. Take 1-4 points of damage, and reduce your Strength by 1 point. If your Strength falls to 0, go to 317. Otherwise, return to 313 and finish the battle. Remember, you lose a Strength point each time you are hit.

315. You strike out. The heat of your passion causes your blow to do double damage to the cold creature. Return to 313 and finish the battle.

316. With a final blow, the dark form dissolves into the blackness of the underworld. You go to the eastern door (318).

317. You feel your body lighten and thin. Your armor and clothing fall to the floor. You are now a shadow and will remain here to haunt this room. You have lost this character, and must choose a new one.

**318**

You stagger through the eastern door. This bedchamber seems to have been protected from the moisture that has ruined much of Thunderdelve. You find a golden armband (worth 50 gp). If you wish to rest, you can lay down on the fine bed (319), or you can leave (306).

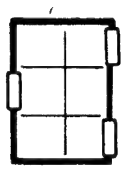
319. If **MM** is crossed off your Event Record, go to 320. You close the door and wedge it shut, then stretch out on the silken sheets. Quickly, you fall into a sound sleep. In a dream, you see a large underground pool. The surrounding cave is carved in the relief of many pillars. Each pillar is capped by a five-starred crown. As you watch, the stars on the crowns begin to glow brighter and brighter, bathing the room in their red light, making the bubbling pool look like lava. Then suddenly, out of the pool erupts a great face. It turns toward you and opens its wide mouth. You cannot move and are swallowed into its crimson interior. You awake sweating. Even though your dream was disturbing, you feel rested. You have been healed of 1-4 points of damage, and 1-4 points of Strength are restored (if you lost any). You can feel intuitively, that you should not return to this room. Cross **MM** off your Event Record, and return to 306.

320. You stretch out, ready for another restoring rest. Suddenly, the sheets fly up around you, trapping you in the bed. Roll 1d20. If the number is greater than your Strength, go to 321. Otherwise, go to 322.

321. You struggle desperately against the smothering power of the sheets. You feel as if a great hand is clamped over your mouth. Take 3-18 points of damage. If you survive, goto 322.

322. You feel a great weight bearing down on your chest. With a final burst of strength, you tear through the sheets and flee back to the hall (306).

**323**



This tarnished silver door bears evidence of intense heat and fire. Inside is a ruined dwarf home. There are many elegant dishes and crystal glasses, all too delicate to move by yourself, but worth 250 gp. You may exit through the northeastern door (324), through the southeastern door (335), or leave (306).

**324**

This room was used as a bedchamber. The linens and cloths have all rotted away. Beside the bed is a wooden chest. The front has broken away. You can examine it (325) or leave (323).

325. The chest conceals a small stone vault. Carved on the stone are runes. If you wish to read them, see Inscription 10. The four corners and center of each side of this small vault have gems embedded in them, one in each of the six spots: amethyst, diamond, emerald, ruby, sapphire, and topaz. Perhaps the runic message is connected with the gems and offers a clue as to how the vault might be opened. If you wish to try and open the vault, go to 326. Otherwise, return to the outer chamber (323).

326. After studying the passage, decide which of the following combinations is the order in which you press the stones:

Diamond, amethyst (327).
Emerald, ruby, topaz, amethyst (328).
Sapphire, diamond, topaz, amethyst (329).
Diamond, amethyst, emerald, ruby (330).
Topaz, ruby (331).

327. The vault clicks open! Inside is a black bag with gems (worth a total of 100 gp), a silver mesh bag (worth 1,500 sp) that holds a ruby ring (worth 1,000 gp), a platinum headband (worth 1,500 gp), and three gold ingots (worth a total of 1,200 gp). You can try on the ring (332) or the headband (333), or return to the outer chamber (323).

328. You hear a click and look up as a section of the ceiling opens. A green slime falls on your left shoulder. The smell of corroding metal fills your nostrils. Calmly, with the experience of many years, you kneel and make a fire. As you do so, the slime spreads down across your armor. It will take time for it to eat through the armor to your skin. You must first get the fire started properly. Finally, the fuel ignites, and you quickly burn the slime off your armor. You take 1-6 points of damage. If you survive, go to 334.

329. You hear something smash. The room fills with an almond-scented blue smoke. Make a Saving Throw vs. Poison. If you fail, take 5-30 points of damage. If you save, take 2-12 points of damage. If you survive, you must flee to the outer chamber (323). You can try to open the vault again after you give the gas in the room time to dissipate.

330. A lightning bolt arcs from the vault to your body. The stench of burning ozone fills your lungs. Make a Saving Throw vs. Spells. If you fail, take 6-36 points of damage. If you save, take 3-18 points of damage. If you survive, you may try again to open the vaull (326) or return to the outer chamber (323).

331. You wait, but nothing happens. You can try again to open the vault (326) or return to the outer chamber (323).

332. You slip the ring on your finger. Your pulse quickens; you feel a surge of renewal. This is a *ring of regeneration.* You may try on the headband (333) or return to the outer chamber (323).

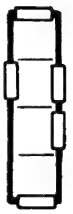
333. There is no effect from wearing this beautiful piece of jewelry. You may try on the ring (332) or return to the outer chamber (323).

334. Your armor hangs in patches. You must take the remnants off. If you have a shield, your AC is 8. If not, your AC is 9. You can try to open the vault again (326) or return to the outer chamber (323).

**335**

This room is a pitiful sight. It was a dwarf nursery. Toys are spilled across the floor, left where they were when the fyrsnaca struck. You close the door. As you pull it shut, it knocks a spinning top out in front of you. If you wish to take it, cross P off your Event Record. Return to the outer chamber (323).

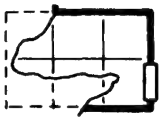
**336**



This beautiful hall is completely undamaged. The walls are covered with ornate carvings fitted with gold and silver wire, studded with gems of every type. The scene is that of a landscape. The northwestern door is open and thick vapors waft out through the doorway. All the other doors are shut. The one on the south bears the sign of a forge sur-

mounted by a five-starred crown. You may exit to the north (306) or south (354), through the western door (337), the northeast door (346), or the southeast door (347).

### 337



At least half of this room has been swallowed into the huge pit. The vapors are extremely thick. On the north you see a smashed table and chair. Shelves full of charred scrolls stand against the eastern wall. Some of these have been pulled down. Your ring outlines a small secret compartment in the middle of the northern wall. If you wish, you can examine it (338). Otherwise, return to the hall (336).

338. As you go to the little door, the vapors coalesce around you. You shake your head in disbelief and ready yourself. Three vapor ghouls attack. If you have no magical weapon, go to 342. If you are hit, go to 340. If you roll a 20, go to 341. If you are reduced to 8 or less hit points, go to 343. If you win, go to 339.

Vapor ghouls: AC 2; HD 3*; hp 16,10,8; MV 160'(40'); #AT 1 touch; D 1-4 + special; ML 9; AL C

339. You try to concentrate. You watch as the vapor ghouls dissolve back into the pit, then turn your attention to the secret compartment. It was originally locked, but the stone lock was shattered during the fyrsnaca's onslaught. The door opens easily. Go to 344.

340. The vapor ghoul's arms lengthen, reach past your defenses, and grasp your head. You feel a shock. Take 1-4 points of damage, and lose 1 point of Intelligence. If your Intelligence falls to 0, you are defeated. If you survive, return to 338 and finish the fight. You lose one point of Intelligence each time you are hit.

341. During the fight you noticed the stone lock on the secret compartment was shattered during the fyrsnaca's assault. Now, if you could only maneuver the vapor ghouls away, open the compartment, grab the treasure, and run! With your back to the compartment, you shout savagely. The ghouls fall back. You throw open the door, grab the pouch inside, and run out into the hall before the vapor ghouls can recover. Go to 344.

342. You fall back in terror. Only magical weapons can hit them. You throw them your most valuable treasure, and run. They do not follow, but will await you should you return. If you later return and defeat the vapor ghouls, your treasure will not be here. They will have taken it into the pit. Cross your most valuable treasure off your Equipment List and go to 336.

343. You feel weak and drained. "What do you want?" you ask the vapor ghouls. With one voice, they answer, "Our treasures." You can give them half the treasures you have found since entering Thunderdelve (345), or return to 338 and finish the fight.

344. Inside a pouch are two rings identical to the one Nimron gave you (each is worth 500 gp). There is also a phial labelled in Nimron's shaky hand. To read the label, see Inscription 11. The pouch also contains a silver key. Cross V off your Event Record and go to 336.

345. You give them half of the treasures you found, laying them on the floor. The vapor ghouls quickly float to the spot and hover over it. You flee to the hall, aware that the ghouls will be waiting for you should you return to this room. If you later return and defeat the vapor ghouls, your treasures will not be here. They will have been taken into the pit. Go to 336.

### 346

This ancient sitting room is now a mausoleum. Dwarf skeletons lie across the room. You go to a table and take a decayed book from a skeleton's hand. All the pages have rotted away, but runes written on the inside of the back cover are still legible. To read them, see Inscription 12. You carefully tuck this book into your pack for Grona. Cross Q, off your Event Record and return to the hall (336).

### 347

You open the door and find the delights of dwarf toymaking you have not seen since you were young! The floor is littered with metal warriors, gemballs, mechanical dragonettes, and whizbangs. If you wish to investigate, go to 348. Otherwise, you can exit to the west (336) or south (354).

348. You proceed to the toy shelves. But then you hear a peculiar whirring sound. You turn and see the entire army of 24 metal warriors marching toward you, their little razor-sharp axes raised, their little crossbows loaded. Nimron must have made these to guard his children from danger. If P is crossed off your Event Record, go to 349. The toy soldiers attack in deadly unison. Treat them as a single living statue for combat purposes. If you roll a 20, go to 350. If your hit points fall to 8 or less, go to 351. If the soldiers' roll is a 20, go to 352. If you win, go to 353.

Toy soldiers: AC 3; HD 3; hp 24; MV 60'(20'); #AT 1 axe/1 bow; D 1-4/1-3; ML 12; ALN

349. You reach into your pack and pull out the spinning top you found earlier. You give it a quick twist and set it spinning among the toy warriors. The top distracts them, flips them over, and knocks them high into the air. It does not hurt them, but you will be able to attack twice each round because of their distraction. Return to 348 and conduct the combat.

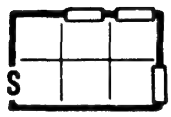
350. With a broad sweep, you knock several tin warriors into a pile in the corner. You pull a shelf down on top of them, trapping them underneath and causing doing an additional 1-8 points of damage. Return to 348 and finish the combat.

351. The remaining soldiers rush you, chopping furiously at your feet. You step back, stumble, and fall. Instantly you are surmounted by the soldiers who rush about your chest. Several archers position themselves below your throat, crossbows aimed up your nostrils. You dare not move. But suddenly, you sneeze. The heave of your chest and the force of your breath tosses the little warriors into the air. Quickly, while they recover, you crawl out the door and into the hall. Go to 336.

352. Several little men grab a jumping rope and rush at your feet. The rope trips you and you fall to the ground, taking another 1-4 hits. Several soldiers begin climbing your back, but you jump up, knocking them to the floor. The archers take aim and fire. Return to 348 and finish the combat.

353. If you wish to take one of the broken warriors as a souvenir, cross R off your Event Record. You can exit to the east (336) or the south (354).

**354**




This room is so elegant, it must have been Nimron's and his wife's private chamber. You look around for any clues but find none. There are no valuables. Your ring outlines a secret door on the west. You can exit through the secret door (355), the eastern door (361), the middle door on the north (336), or the northeast door (347).

355. You swing back the door and see a set of stairs leading up. If you wish to explore it, go to 356. Otherwise, return to 354 and make another choice.

356. You climb the stairs a short distance, then find that they have been smashed into rubble. You can look through a gap in the northern wall, into the pit, and smell the vapors. As you start back down, you feel something entwine itself around your feet. You look down and see a huge snake. If you are bitten, go to 358. If you roll a 20, go to 359. If the snake's roll is a 20, go to 360. If you win, go to 357.

(Roll only to see if the bite hits. Do not roll for the squeeze.)

Rock python: AC 6; HD5*; hp 25; MV 90'(30'); **#AT** 1 bite/1 squeeze; D 1-4/2-8; ML 8; AL N

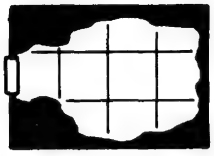
357. With a final heave, you rip the snake from around your body and fling its writhing form out into the pit. You sit on the broken stairs to rest momentarily. Your hand falls on something lying on the stairs. It is a locket. Inside is a picture of a dwarven lady, perhaps Nimron's wife. If you take it, cross S off your Event Record. Return downstairs to 354.

358. As the snake bites you, its tail coils around you and squeezes, causing an extra 2-8 points of damage. Every time you are bitten, the snake automatically squeezes you for another 2-8 points of damage. Return to 356 and finish the battle.

359. You grab hold of the snake's tail and whip it into a wall. It falls, momentarily stunned. You can retreat downstairs (354) or you can return to 356 and finish the fight. If you continue to fight, you receive automatic initiative in the coming rounds.

360. The snake's coils find their way around your throat and begin to squeeze. You cannot breathe, but continue to fight. Return to 356 and finish the combat. You automatically lose the initiative in coming rounds.

**361**

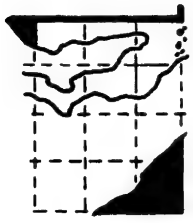


This door opens onto a short, damp corridor carved out of the rough stone. It leads into a cavern filled with decayed plants and fungus. The floor is thick with loam and debris. If you wish, you can investigate (362) or leave (354).

362. You begin to push your way through the plant debris, when suddenly your foot kicks against a giant mushroom. It lets out a shriek that lasts for several minutes. Something is bound to answer this call. You can retreat from the garden (354) or continue your search (363).

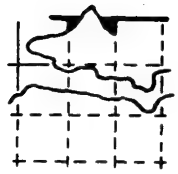
363. You search warily for several minutes, but nothing comes. You search and discover the skeleton of a dwarf lady. Next to it lies a small, empty blue phial. On the skeleton's skull is a five-starred tiara of gold, emerald, and sapphire (worth 3,000 gp). If you take it, cross T off your Event Record. Return to 354.

**364**



All but the northeast corner of this room has fallen into the pit. You carefully move along the narrow remains of the floor. The stone is cracked and burnt. The broken stone has formed a narrow bridge that spans the chasm and leads he west. The raw stone of this accidental bridge disappears into the gloom beyond. Thick vapors float below it, filling the air with their noxious smell. There is nothing else to see in this broken room. You may exit to the east (306) or cross the bridge (365).

**365**



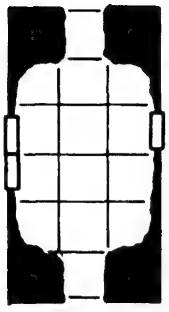
You proceed slowly, testing each step before placing your full weight on the spot. The fyrsnaca obviously struck above and below this patch of stone, accidentally creating the bridge. Perhaps more than casual fate had a hand in the stone's preservation. A loose stone slips from under foot, and you stumble, falling to your hands and knees. With single-minded intent, you crawl slowly toward the bridge's end. You can crawl west (240) or east (364).

**366**

These wide stairs of clear crystal are chipped and cracked, stained by smoke and fire. Numerous skeletons lie piled against the walls. At the bottom of the stairs are huge doors, identical to those west of the Great Hall. Except for the stains of smoke, they are undamaged. Intricate patterns of gold and silver weave through the ironwood. You push on the doors, but they do not move. They are locked. If V is crossed off your Event Record, go to 367. Otherwise, you must return to the Great Hall and make another choice (265). If you have not yet defeated the smiling statue, you must confront it again.

367. You remember the crystal key you took from the vault in Nimron's ruined study, and pull it from your pack. It fits the lock! The doors swing back automatically, as a fanfare of magical trumpets blare to life. You cringe at the noise and curse Nimron's theatrics. Moist air and the smell of clean water rush out to greet you. You also detect an increase in the temperature. You remember Nimron's warning against proceeding into the Crystal Pools without the Hammer of Vitroin. You can retreat to the Great Hall (265) or forge ahead (368). If you return to the Great Hall but have not yet defeated the smiling statue, you must face it again.

**368.**

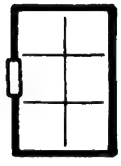


This crystalline room is blackened by fire. This place seems to have been quite cheerful at one time. Numerous benches line the walls, and intricate tile patterns cover the floor. The air is humid and smells of clean water. But you detect some other scent subtly underlying the atmosphere—a foulness that cannot be masked. The southern passage seems cooler than the northern one. You can exit to the north (369), south (399), or west (265), or open the door on the east (370).

**369**

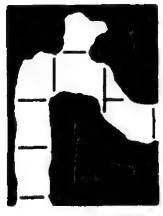
This hallway is simply constructed. To the east, you hear a sound like a young woman sighing. The hallway to the north is labelled by runes. If you wish to read the runes see Inscription 13. The air flowing from the northern arch is hot and humid. You can move through the northern arch (371), or to the east (381), or south (368).

**370**



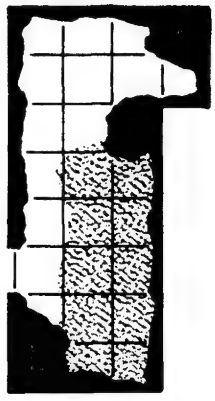
This musty room is the armory. It contains several shields, rusty suits of chainmail, and racks of swords, axes, and spears. You may take anything and return to the hall (368).

**371**



This hall was once carpeted, but only moldy rags remain. From the east, comes warm, moist air. The northern hall holds shelves, mirrors, and two chairs. On the shelves are beard scissors, files, combs, and numerous phials. You smell a phial; it reeks of stale perfume. You can proceed to the east (372) or south (369).

**372**



Before you is a large pool. To the north is a cloud of steam. Benches and racks cover the floor and walls. You can investigate the steam source (373),or the pool (374), or leave (369).

373. Wooden benches here were once adorned with cushions, but only damp rags remain. Steam vents up through holes in the floor or out of holes in the walls. There are numerous baskets of trinkets, but nothing of value. Roll once for treasure. A sudden chill rises out of the steamy heat, and you turn to see a vapor ghoul forming out of the steam. If you have no magical weapon, go to 375. If you are hit, go to 378. If you roll a 20, go to 376. If you win, go to 377.

Vapor ghoul: AC 2; HD 3*; hp 18; MV 160'(40'); #AP 1 touch; D 1-4 + special; ML 9; AL C

374. The waters are calm and clean. You see nothing. You may throw a nearby urn into the water (379), drink from the waters (380), investigate the steam source (373), or leave (369).

375. You fall back in terror. Only magical weapons can hit this creature! You throw the vapor ghoul your most valuable treasure and run. The ghoul does not follow, but will await you should you return. Cross your most valuable treasure off your Equipment List and go to 369.

376. With a swift circling of your weapon, you slice the vapor apart into smaller clouds. The vapor ghoul is not destroyed, but takes 1-6 additional hits while it tries to reform. Return to 373 and finish the combat.

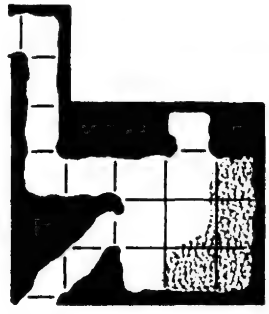
377. You lie on a couch for a moment to reorient yourself. As you stand, you almost knock a phial off a table. You uncork the phial and sniff. Inside are smelling salts. If you wish to keep them, cross W off your Event Record. You may investigate the pool (374) or leave (369).

378. The vapor ghoul's arms lengthen, reach past your defenses and grasp your head. You feel a shock. Take 1-4 points of damage, and lose one point of Intelligence. If your Intelligence falls to 0, you are defeated. If you survive, return to 373 and finish the fight. You lose one point of Intelligence each time you are hit.

379. The urn splashes into the water, slowly fills, then sinks. You wait, but nothing happens. You can go investigate the steam (373) or leave (369).

380. You kneel down, smell the water cautiously, then drink. It refreshes your parched throat but has no other effect. You may throw a nearby urn into the water (379) or leave (369).

**381**



As you step in, the air chills suddenly. Nearly half of this large cavern is filled with a calm pool. The air is filled with the sighs of a young maiden, but you cannot identify their source. You see nothing unusual, but on one wall is carved a word. If you wish to read it, see Inscription 14. Also carved there is one five-starred crown. The stars are made of rub The airflow here is from north to south, and the northern breeze carries hints of warmth and moisture. You may exit to the west (369) or southwest (395), or investigate the northern alcove (382), or investigate the pool (383).

382. In the alcove is a low altar covered with a carved frieze of waves. It is not of dwarven make. Laid across the top is a strip of rotted blue velvet and a strange helmet of untarnished silver (worth 1,000 gp). If you take the helmet, cross U off your Event Record. If you wish to wear the helmet, also cross X off your Event Record. Return to the room of sighs (381).

383. If XE is crossed of your Event Record, go to 394. You take an iron spike from your pack and toss it into the pool. As the first ripples lap the shore, the waters begin to boil. You hitch your belt tighter and ready your weapon. Suddenly, an arc of lightning shoots from the ceiling into the water, lighting it up with a sort of phosphorescence. The waters heave up in front of you, taking the shape of a man's head. The eyes of the watery spirit open slowly, then turn to gaze coolly at you. If O is crossed off your Event Record, go to 390. If X is crossed off your Event Record, go to 385. Otherwise, go to 384.

384. The water spirit opens its mouth and begins to speak. A gale wind drives you to your knees, forcing you to avert your face. "Who are you that dares disturb the meditation of Chalcidar?" The creature's eyes bore deeply into your being, searching for the answer to its question. Roll 1d20. If the number is greater than your Intelligence, go to 392. Otherwise, go to 386.

385. The eyes of the watery spirit widen in recognition. It bows its huge head slightly and says, "It is long since one of the Helm sum meditation gladly for your sake. With permission, I will now enter your mind to ease your distress." You may give your permission (389) or withhold it (391).

386. The water-thing gazes at you angrily. "You dare refuse me admittance to your mind? You creature of mortality!" Its voice rises to a roar and hurricane force winds rush from its mouth. You are sent spinning against the wall, and take 1-6 points of damage. When you sit back up, it is gone. The pool is silent. If you survived, you may exit to west (369) or the southwest (395), or investigate the alcove (382).

387. The voice of the angry waterhead rises to hurricane force, dashing you against the wall. Take 1-6 points of. "You dare defy me?" it roars. A wall of water rushes at you in the form of a giant fist. You must make a Saving Throw vs. Breath Weapons or be hit by the wave for 1-10 points of damage. If you survive, you may exit to west (369) or the southwest (395), or investigate the alcove (382).

388. You nod your head mutely and march forward. Chalcidar rears back and embraces you. Lightning strikes again, and Chalcidar returns to its usual form of a still pool, sinking you down to a water doom. If **EE** is crossed off your Event Record, go to 393. Otherwise, you have lost this character and must choose a new one.

389. You feel a questioning inside yourself. Chalcidar speaks, "You seek the demise of the fyrsnaca and the restoration of the dwarf lordlings. As is the bargain of the Helm, I must advise you toward your goal, though its purpose be grievous to me. Let it be known: to assure success, you must find the heart of Heir's Arm by speaking my name. And again by my name, cast the heart down into the fyrsnaca's own belly. I have spoken! Trouble me no more until it is time." The watery creature settles back into the shape of a pool. Cross both O and Y off your Event Record. You may exit to the southwest (395).

390. The waterhead frowns. "Why trouble me again before the appointed time? Know you not that the helm may be used but once a fortnight? You have broken the pledge of the helm and let my curse be upon your head!" A gigantic fist of water rushgs at you before you can react, and you take 1-6 points of damage. In addition, Chalcidar's curse falls upon you. All your hits will be at -2 for the rest of this adventure. The force of the water carries you into the room beyond, then returns as Chalcidar flows back into the form of a still pool. Go southwest to 395.

391. You squirm in your boots and shake your head. The watery form squints at you and says, "Then, although it be your firm right to call me by the bargain of the Helm, I see neither the wisdom or the need of it. I leave you to your question. Trouble me not till it is time!" The watery creature settles back into the shape of a pool. Cross O off your Event Record. You may exit to the west (369) or the southwest (395).

392. The watery form throws back its great head and shouts, "Do not answer! I know your name and purpose. Your goal does not suit me. I would gladly remain rid of the dwarven horde forever. You however, may join me." Roll 1d20. If the number is greater then your Intelligence, go to 388. Otherwise, go to 387.

393. You quietly accept your fate, but suddenly you find that you have reached into your pack unconsciously and pulled out the pale, blue stone you found in the streambed outside Thunderdelve. It begins to glow and you find that you can breathe again. Quickly the water around you heats up. Soon it will begin to boil. You will be boiled alive by your own blue stone! And you cannot get rid of it—it sticks in your hand. Suddenly, you are thrown up out of the pool. You find yourself lying in the cave beside the steaming water. The sound of the young girl's sighs have turned into crying. You have defeated Chalcidar.

Around your neck you find a necklace with an empty setting (worth 1,500 gp) into which the blue gem fits perfectly. Cross **XE** off your Event Record. You can now exit to the west (369) or the southwest (395).

394. The empty room stands as before. You can now exit to the west (369) or the southwest (395).

**395**

This small cave holds only a small pool, several benches, and an inscription. If you wish to read it, see Inscription 15. You see no clue as the pool's purpose. The water is slightly troubled and quite cool. You may drink of it (396), toss something into it (397), or exit to the south (398) or north (381).

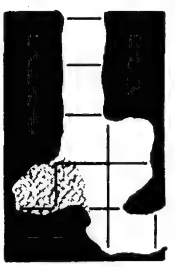
396. The water is cold, but there is no effect. You may toss something into the pool (397), or exit to the north (381) or south (398).

397. You toss an iron spike into the pool and watch it disappear into the troubled waters. You wait, but nothing happens. You may drink from the pool (396) or exit to the north (381) or south (398).

**398**

The smooth crystalline walls of this hall are scorched. Several dwarf skeletons lie here. The passage to the east smells acrid. The one to the west feels cold. You may go north (395), south (411), east (414), west (399, or southwest (403).

**399**



The hallway leads into a cold crystalline cavern. The wall is inscribed with runes. To read them, see Inscription 16. In one corner

is a pool of inky blackness. Your sight does not penetrate the surface of these waters, nor does anything reflect back. You may drink from this pool (400), toss a spike into it (401), or exit to the north (368) or east (398).

400. You kneel and reach into the icy blackness. It looks as if your hand has disappeared as you can see noting below the surface. The water is intensely cold, almost too cold to touch. You bring up a handful of water. It is so dark, it looks like a hole in the center of your hand. You may drink it (402), or you may exit to the north (368) or east (398), or you can throw a spike into the pool (405).

401. You throw a spike into the pool. Steam rises into the air from the spot where it disappeared into the water. There are no ripples. You wait, but nothing happens. You can drink from the pool (400), or exit to the north (369) or east (398).

402. You sip the water and gag instantly. You must make a Saving Throw vs. Poison, with a -4 modifier. If you fail, take 3-30 points of damage. If you save, take 2-12 points of damage. If you survive, you can toss a spike into the pool (401) or exit to the north (368) or east (398).

**403**

The west half of this crystalline cavern is filled with another pool and benches. Above the pool is an inscription. To read it, see Inscription 17. You may exit to the northeast (398) or southeast (411), drink from the pool (404), or toss an iron spike into it (405).

404. You sit on the bench and scoop up some water. You sip it and feel reenergized. If you have lost any Strength or Intelligence during your adventure, both are fully restored. You rise refreshed. If you were controlled by the Hammer of Vitroin, go to 406. Otherwise, you may throw an iron spike into the pool (405) or exit to the northeast (398) or southeast (411).

405. The spike plops into the water. Nothing happens, but suddenly from somewhere to the north you hear the sound of churning water, followed by silence. You may drink from this pool (404) or exit to the northeast (398) or southeast (411).

406. Suddenly, you remember that the hammer has control of you. You fight back with your renewed vigor. Make a new Control Check. One of you will gain mastery over the other. And your Intelligence and Wisdom scores. This is your Will. If you are wounded, roll 1d8 and subtract 1-8 points from your Will. If your Will is then greater than 14, go to 407. Otherwise, go to 408.

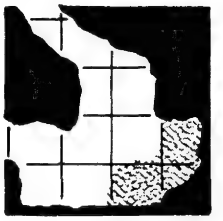
407. With a wrench you take control of the hammer. "We must find the fyrsnaca," it whispers. But you are free of the power of its voice. Do you continue your quest for the fyrsnaca (409), or will you honor your bargain with Nimron and return to him (410)?

408. Your will melts. You will never be free of the power of the hammer from Thunderdelve. The hammer has taken complete control of you. There is no second chance to free yourself. You can use no other weapon, and you cannot leave Thunderdelve until the fyrsnaca is destroyed. If this character is slain, your next character will be under the same prohibition. You must exit this room to the northeast (398) or southest (411).

409. "The urgency of our quest for the fyrsnaca surpasses all other needs and honors," whispers the hammer. You feel compelled to lock into your thought. You have unwittingly resurrendered to the hammer's will. The hammer has taken complete control of you. There is no second chance to free yourself. You can use no other weapon, and you cannot leave Thunderdelve until the fyrsnaca is destroyed. If this character is slain, your next character will be under the same prohibition. You can now exit to the northeast (398) or the southeast (411).

410. "No," cries the hammer. "You shall not take me back only to cure a clumsy dwarf, Keeper or no!" With a laugh, you turn and start toward the front gates, carrying the protesting hammer with you. Go to Section S3.

**411**

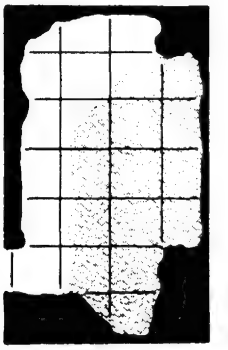


Several beds are built into the walls of this crystalline cavern. A pool fills the southeast corner. Over it is carved a rune. To read it, see Inscription 18. A ladle sits on a small golden stand beside the pool. You may drink from the pool (412), toss the ladle into it (413), or exit to the north (398) or west (403).

412. You reach down and take the ladle in hand, filling it with water. You drink deeply. Instantly, you feel compelled to lie down on one of the beds, and do so. Scenes of your life flash before your eyes, but then the visions turn nightmarish. Hordes of monsters leap at you, and smother you. Gradually your memories clear. You feel that you have just relived most of your life, although only minutes have passed. If you have lost any experience levels fighting undead, one level is restored. No more than one level can be restored unless you lose more levels in a new fight with the undead. Then one more may be restored. You may toss the ladle into the pool (413) or exit to the north (398) or west (403).

413. The ladle splashes into the water, then quickly floats back up to the top. You wait a moment, but nothing happens. The ladle floats over to where you stand. If you haven't done so yet, you can drink from it (412) or exit to the north (398) or south (403).

**414**



You move into this large cavern mostly filled by a pool. Over it are carved many runes. To read them, see Inscription 19. The air is warmer here than in the hallway. The walls are carved into the shape of pillars capped by five-starred crowns set with real gems. They are out of your reach. Numerous benches line the walls. You may drink from the pool (415), toss an iron spike into it (416), or leave (398).

415. You kneel and sip the warm water. It is brackish and unpleasant. You spit it out and suffer no ill effects. You may toss an iron spike into the pool (416) or leave (398).

416. You take a spike out of your pack and toss it into the pool. It vanishes into the depths. You wait a moment, but nothing happens. Go to 420.

417. You must act quickly and fight well, for more than your life hangs in the balance. You have awakened the fyrsnaca. If it destroys you, it will rise to destroy the countryside, and nothing will stop it. You step back out of the fyrsnaca's range, prepare momentarily, then rush forward to your doom. You cannot

retreat. If you roll an 18, 19, or 20, go to 421. If the fyrsnaca's roll is a 20, go to 422. If the fyrsnaca's hit points fall below 25, go to 423. If its hit points fall below 10, go to 424. If you are reduced to 10 or less hits, go to 425. If you win, go to 430.

Fyrsnaca: AC 5; HD 10*; hp 70; MV 60'(20'); #AT: 1 bite or 1 breath; D 1-8 or 2-12; ML 12; AL C

There is a 1/3 chance the fyrsnaca will breathe fire each round.

418. Recalling the words of Chalcidar, you quickly pull out the huge ruby heart of Heir's Arm. But did Chalcidar tell you the truth? Suddenly, the fyrsnaca's head lunges forward, missing you but crushing the stone wall at your side. You must act immediately! If you decide to trust Chalcidar, go to 419. If you decide to trust your own prowess and weaponry, go to 417.

419. The gaping throat and sharp teeth of the fyrsnaca loom over you. "Chalcidar!" you shout as you hurl the great ruby at the fire-snake's maw. Roll 1d20. If the number is greater than your Dexterity, go to 426. Otherwise, go to 427.

420. You wipe the sweat from your brow as you notice that the room is growing much hotter. The water at your feet begins to boil and glow red. Steam rises from it. The pool explodes in a geyser of steam, water, and fire. A huge mouth atop a long, bloated body shoots into the air, then lands half on rock, half in water. Its evil eyes turn and fasten on you. Its huge mouth opens. Heat pours out. The room wavers in the steam. A red-hot throat and heart lie behind those cruel teeth. The fyrsnaca lunges toward you, chewing through the rock at your feet, ready to swallow you in one bite. If both M and Y are crossed off your Event Record, go to 418. Otherwise, go to 417.

421. The foul serpent lunges at you. At the last second, you leap aside, striking at the huge eye beside you. The beast roars in pain, biting at the ceiling, raining rock down into the pool. You take advantage of its confusion and strike a hearty blow at its chest, causing an additional 1-8 points of damage. The fyrsnaca breathes fire, filling the room with the red light of its agony. The fyrsnaca is confused, and you automatically gain the initiative in the following rounds. Return to 417 and finish the battle.

422. Thousands of fiery teeth snap at you. You dodge, but the skirt of your chainmail is caught. The fyrsnaca lifts you high into the air, trying to toss you down into its throat. You hack wildly at its mouth, snapping off needle-like teeth. It roars in pain and drops you, blasting fire as you fall. Your hair badly is singed as you hit the rock floor forcing the air from your lungs. Badly bruised, you rise just in time to jump aside as another spear of flame flashes out at you. You are dazed, and the fyrsnaca automatically gains the initiative in the following rounds. Return to 417 and finish the battle.

423. The great creature flails at the rock surrounding you, trying to bury you in an avalanche of debris. Roll Id20. If the number is greater than your Dexterity, go to 431. Otherwise, go to 432.

424. The hellish serpent knows it is dying. It breathes fire at you so it can flee. You, however, brave the flame and leap onto the great snake's back as it dives into the water. You sink one hand deep into the fatty folds of its neck and hold on tightly. Deeper and deeper you plunge into the dark depths. You hammer at the snaca's head, blow after blow glancing off the slick hide. Your lungs feel as if they will burst. In an attempt to dislodge you, the snake shoots back to the surface of the pool. Watery hands tear at you, trying to rip you off the fyrsnaca's back, but you hold tight. Suddenly, you both shoot into the air in a roar of steam and flame. The fyrsnaca lands again at pool's edge, and begins to roll, trying to crush you. You leap free, then strike out in a final attempt to kill the foul beast. Return to 417 and finish the fight.

425. In your weakness, you trip and fall. The fyrsnaca takes the opportunity to gloat over your vanquished form. You seize the moment and throw your weapon at the creature with all the strength you have left. "Barin!" you shout, as the weapon flies, "guide it true!" With a thud, the weapon hits, sinking deep into the putrid flesh. The fyrnaca receives normal damage for your weapon type, plus one point for each hit point you have left. The fyrsnaca roars in agony and rakes its neck against the wall. The weapon breaks loose and falls back into your lap. You crawl to your feet, ready to finish this fight. You have automatic initiative on the following rounds. Return to 417 and finish the battle.

426. To your horror, the great ruby misses the fyrsnaca's mouth, bounces off its horny head, and rolls into a corner. You must retrieve it, but have no time, for the foul serpent lunges at you. You must fight the fyrsnaca. If you hit, go to 433. If you win, go to 430.

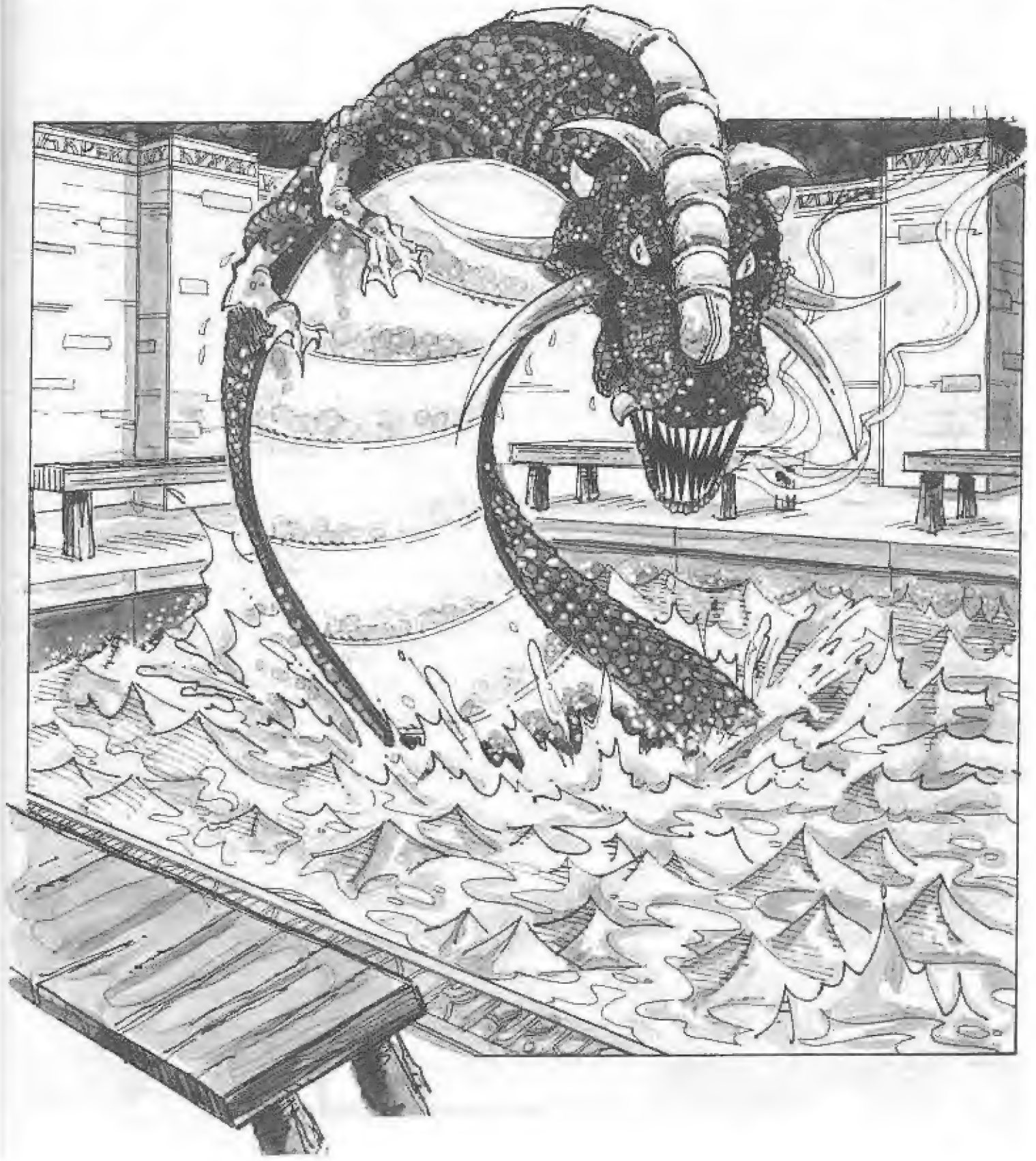
Fyrsnaca: AC 5; HD 10*; hp 70; MV 60'(20'); #AT 1 bite or 1 breath; D 1-8 or 2-12; ML 12; AL C

427. The ruby disappears down the fyrsnaca's gaping maw. Thousands of sharp teeth suddenly tear at you. You block with your shield but it is ripped from your arm. It too disappears down the fyrsnaca's hungry throat. Chalcidar lied! You retreat, trying to gain time to prepare your weapon and rest your numbed arm. Suddenly, the fyrsnaca bellows in pain. You see the beast enveloped in flames! Shining through the creature's throat, you see the ruby. Heir's Arm's the monster with its own fire! Suddenly, the great thrashing snake smashes into a wall supporting the roof of this cavern, crushing the wall into rubble. The fyrsnaca lunges at you one more time, narrowly missing, but smashing the stone at your feet into dust. The cavern begins to collapse. Roll 1d20. If the number is greater than your Dexterity, go to 428. Otherwise, go to 429.

428. You slide into the hole that opens at your feet. Rubble falls on your leg, burying it. Water from the pool rushes in, filling the hole and will eventually rise above your head. The fyrsnaca continues to thrash about, pummeling the cavern stone into dust. You push at the rock on your leg, straining with all your might. It moves a bit, but the steaming water is already up to your waist. You pull on the rocks above, trying to drag yourself out of the hole. Finally your leg pulls free, and you crawl up to the floor of the room. Enormous boulders crash down about you, and you flee. Go to Section S4.

429. You nearly slip into the newly-formed hole at your feet, but jump aside, falling to the floor. The fyrsnaca continues to thrash about, pummeling the cavern stone into dust. Enormous boulders crash down about you, and you flee. Go to Section S4.

430. The fyrsnaca's movements become sluggish and erratic. You leap onto its back and raise your weapon high over your head. The fyrsnaca bucks, trying to throw you, but you press your knees tightly into its side. "Paradise is restored!" you scream, driving your weapon down into the great beast under you. You know it is a fatal blow. Cross off 5 boxes on your Victory Record and go to Section S4.



431. A large rock falls on your back, knocking you to the ground. The fyrsnaca breathes fire at you. You roll quickly aside as the flame hits where you lay, splitting the stone with its heat. The fyrsnaca has the initiative automatically in the coming rounds. Return to 417 and finish the fight.

432. You dodge nimbly away, then take a great stone from the ground and hurl it at the fyrsnaca's eye. It hits and the beast flails about in agony. You automatically have the initiative in the coming rounds. Return to 417 and finish the battle.

433. Your blow hits and the fyrsnaca plunges back into the water to cool its hurt. You leap for the ruby, pick it up, and hurl it again. Roll 1d20. If the number is greater then your Dexterity, return to 426. Otherwise, go to 427.

434. A dirty sack is popped over your head and your hands are bound. You are led from the room and down several corridors. It seems that you are moving to the south or southeast. Finally you halt, and you feel a cold iron hook being pushed through the ropes tying your hands. The blindfold is ripped from your eyes, and you are thrown out into a deep pit. You feel yourself falling and scream. Suddenly, you stop with a jerk, and your hands are torn back up above your head. You are hanging by a rope and hook over this open void. Your bandit captor and several others who have joined him, are laughing. "Enjoy yourself," they chuckle. "Let's get out of here," says the big one, "before they come for him." They all leave.

You are in a ruined part of Thunderdelve. The floor has fallen into the huge pit over which you are swinging. You cannot see its bottom, for it is filled with noxious vapors that rise up toward you. You begin to get dizzy as you swing and twirl back and forth over the pit. You can wait to see who comes (435), try to stop your twirling (436), or try to increase your swing (437).

435. You swing impatiently over the abyss, the fumes and vapors making you delirious. The bandits return later and find only an empty rope. This character has been lost. You must choose a new one.

436. You try to counteract the rope's swing and find that you can. Gradually you stop. Your thoughts clear. You look above you and see that the rope is suspended from a beam. If you could reach the beam, you might be able to crawl along it back over the main floor, and then jump down. If you wish to try this dangerous stunt, go to 438. Otherwise, you can shout for the bandits, telling them you will give them all your treasure if they free you (439), or wait and muster your strength (440).

437. Gradually, you increase the swing of the rope. You are getting very dizzy. If you can retain your equilibrium, you will be able to swing over to the pit's edge. If you lose control, you could hit the sheer wall behind you. You can continue swinging (443) or try to stop the swinging before something terrible happens (436).

438. With all the strength you can muster, you grasp the rope and begin to inch your way up toward the beam. Roll 1d20. If the number is greater than your Strength, go to 441. Otherwise, go to 442.

439. You shout and shout, but no one answers. Then you hear slimy slitherings coming up out of the pit. You look over at the far wall and see great, fat, red worms crawling up it. They reach the beam over your head and crawl to where the rope is tied. One worm takes the rope in its mouth. You black out. The bandits return later and find nothing of you or the rope. You have lost this character and must choose a new one.

440. You sway over the abyss, but your strength does not return. Your hands go numb. Go to 435.

441. You continue pulling yourself up, but the strain is very great. Most of your weight is on your fingers, and they are numb from the rope around your wrist. Suddenly you slip and fall. With a jerk, you stop as the rope reaches its length, but when you look back up, you can see it is badly frayed. You hang quietly to decide what to do. Go to 435.

442. You reach the beam and pull yourself up. Gradually you work the iron hook out of your bonds. Now you must crawl over this slender beam with your hands tied. Roll 1d20. If the number is greater than your Dexterity, go to 444. Otherwise, go to 445.

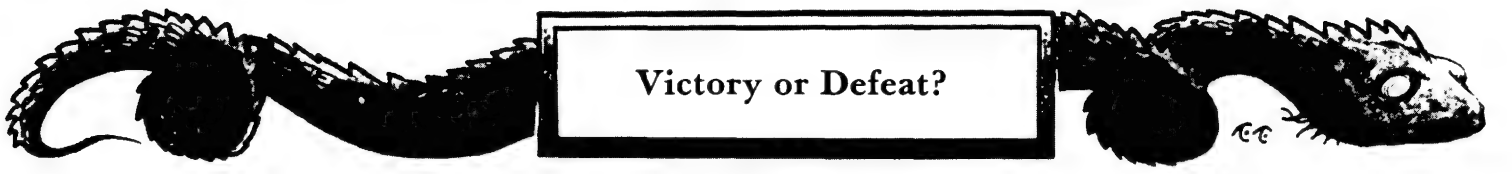
443. You begin to swing almost out of control as you continue to arch your body back and forth. Roll 1d20. If the number is greater than your Intelligence, go to 446. Otherwise, go to 445.

444. Suddenly, you slip. You try to hang on with your numb hands, but your bonds are too tight. You cannot keep hold of the beam, and fall, landing on a narrow ledge below. You take 2-20 points of damage. If you survive, go to 204.

445. With a final kick and shove, you reach the pit's edge and roll to the ground. You are safe. Quickly you bring your bonds to your teeth and loosen them. Rising, you flex your numb arms and hands, working feeling back into them. You have lost your weapon, shield, and all treasures except those marked on the Event Record. You must raise your Armor Class one point until you find another shield, and must fight with your hands until you find another weapon. When hitting with your fists, you do one point of damage, plus any Strength Bonus. Be sure to cross all treasure and weapons off your Equipment List, except for those recorded on the Event Record. Go to 190.

446. The constant spinning, combined with the fumes, overcomes you. You become disoriented and begin to spin wildly. Suddenly, you hit the wall and take 1-20 points of damage. If you survive, go to 447.

447. You struggle to retain consciousness. You can either continue to swing for the pit's edge (443) or try to make the rope stop before you kill yourself 436).



# STORY ENDINGS

## Section S2

Cross C off your Event Record. You bend down and scoop the unconscious Grona Marblefist up in your arms. You head south at a brisk pace. You enter the empty Front Hall. The front gate still stands ajar. As you pass through it, you hear a horse whinny behind the door on the south. You open the door, place Grona on one of the horses, and drive the other two outside. You then lead the horse and Grona back to town.

When you come to the inn, the small boy you met there before hurries out. The boy leads you to the back room.

Nimron opens the door to the back room and says, "Put her on the table." He opens a flask and pours a little of its contents down Grona's throat. She begins to revive. She whispers, "I think I know where the Hammer is."

Nimron silences her with a stern look, then turns to you. "I trust you were able to find some treasure?" You shrug. "Good," he says. "Then if you will excuse us, we have some very important Clan Business to discuss. I'm sure you understand that no outsider can be present. "Thank you again." He gently pushes you out of the room and shuts the door.

Days pass. You spend a good deal of your new wealth. You have rented the best room in the inn, have eaten more, and partied more than you have for many years. Then one groggy morning when you are lying in bed much later than usual, there is a knock at your door. In steps the same young boy you met before. "Please. Nimron wishes to see you," he pleads.

"You see," Nimron says. "I must ask you to return and complete Grona's quest. "She has been seeking the great artifact of Thunderdelve—the Hammer of Vitroin. It was designed to defend the halls against wyrm attacks of any sort. But the fyrsnaca attacked so suddenly that no defense was possible and the Hammer was lost somewhere in the debris. Without it there is little or no chance of killing the fyrsnaca. And the need is urgent—so urgent we must ask for your help. After breeding, the fyrsnaca sleeps for 50 years and then rises in fury. They have been known to destroy everything within a hundred miles in the first passions of their waking. And 50 years have just passed. The fyrsnaca could awake at any time.

"We ask you," Nimron says, "to retrieve the Hammer and bring it back. If you do so, it will restore Grona. Then she can return and destroy the Fyrsnaca."

"You will be rewarded, says Nimron. "We do not know where the Hammer lies. Grona's first guess was wrong. But should it lie beyond the Falls, you will need the Words of Passing to open the great doors there. If you desire to pass, speak "Barin's Forge!" and the way will be opened. Now go. Her need is urgent. Do not fail us."

You nod and ride off toward the mountain. Go to Entry 1. Cross off Z on your Event Record. While exploring the halls of Thunderdelve, ignore any references to goblins, bandits, or wolves. They have all fled after your slaying of Redface. You may explore their rooms, but they will not be in them.

## Section S3

With the Hammer in hand, you hurry back to the front gate. You notice that as you pass, the stone underfoot is healed of blemishes—loose stone is made whole, cracked stone is welded shut. And where there are gaps, the stone reforms! It would appear that the Hammer spoke literally when it said it was made to heal Paradise.

You reach the front gate, but it is a wall of solid stone! "You cannot take me from here," says the hammer. "You may have the will, but you will never have the means." You put it in the semi-circular stone table, under some of the debris.

You turn back and find that the gate is where it is supposed to be. Your pony waits outside. You mount and ride quickly back to the glen where you left Nimron and Grona.

Nimron says, "I knew the Hammer was loathe to leave without good cause, but I thought surely the healing of the Keeper would be just cause enough. I told Vitroin his prohibitions were too strict!"

Nimron then mutters quietly, "Would you honor us by returning and slaying the fyrsnaca?" He you his flask. "There is not much relief left in it, but you are welcome to what there is."

You drink and are healed of 2-12 points of damage. "You must now enter the Crystal Caves. The key lies somewhere in my rooms. Now go, I have felt the fyrsnaca stirring below. Her time of waking is near."

You mount and return to the mountain. You find the hammer, take it firmly in hand, and say, "It's time to find the fyrsnaca.

You must now make your own way from the front gate. Ignore references to bandits, goblins, or wolves. They have not returned in the short time you were gone.

## Section S4

With its last convulsions, the fyrsnaca tears down the remaining stone. The cavern collapses as you flee, rock and dust falling on your heels. Nothing remains of the cavern; the fyrsnaca is destroyed!

Slowly you return to the Great Hall where the Heir's stone shines brightly from its lofty perch. At the pillar's base, you lay the Hammer of Vitroin (if you have it). You then pass through the front gates, mount your pony, and ride to Nimron's glen.

If both K and C are crossed off your Event Record, go to S9. Otherwise, go to S10.

## Section S5

From your pack, you take out the private mementos you brought back for Nimron and Grona. A tear runs down Nimron's cheek as he embraces you. "My friend," he says, "I would you were my child." Grona too, looks at you with deep gratitude. Go to S6.

## Section S6

"I have wandered long," you say. "I know I am not part of your Clan, but I would make Paradise my home. I long to see it in its former glory. If N is crossed off your Event Record, go to S8. Otherwise, go to S7.

## Section S7

"I accept your devotion," says Nimron, "but I must reject your offer. We are a Clan, not a family. It is to shame we return, not glory. For it is ever to our shame that by your glory alone has Paradise been redeemed. We are grateful for all you have done, but we must labor in privacy in order to redeem our own past."

"I think it best if I leave now and let you hasten to your work. The sooner you do, the sooner your shame will be redeemed. You forget I have seen Paradise, and you have far to go before you attain it." You spur your pony to the edge of the glen. "I will return," you call back, then dig in your heels and ride away, an unwanted saviour in a thankless land.

## Section S8

"You have not told all," Nimron says. "You have seen far more than you speak. You have touched the Heart of the Stone."

"Yes," you say. You climbed the pillar and touched the Heir's Stone in the Great Hall of Thunderdelve. There you fell and dreamed a dream of fire, of cleansing, of Paradise purged and redeemed.

"You have received the Heir's Dream. All you have done has been by right," Nimron says. "It was your right to wield the hammer, to confront the fyrsnaca, for Thunderdelve is yours and all within it, too."

"How think you Heir's Stone came by its name?" he asks. "Its purpose it to choose the heir of Thunderdelve should a Clanmaster be childless. And I was childless, **heirless,** until you received the Heir's Dream. Now you are my child. You are the chosen heir of Paradise. All is yours."

You stand dumb-founded while Nimron calls to the other dwarves. "Friends, greet more than a brave warrior when you greet this, my child. Greet here the Heir of Thunderdelve, receiver of the Dream!"

## Section S9

Nimron is in the glen with a great many dwarves. They all greet you as a great hero and help you down from your horse, bringing you food, drink, and fresh raiment. But you are tired and signal them away. You wish to speak privately with Grona and Nimron first. If Q, S, or T is crossed off your Event Record, go to S5. Otherwise, go to S6.

## Section S10

Nimron stands in the glen with a many dwarves, his hand raised in the air. All is silent. Something is wrong. Nimron lets his arm fall and a net falls over you, sweeping you off your pony and onto the ground. You struggle to stand but cannot. Many dwarves surround you, disarm you, and help you struggle to your feet. "What have I done?" you shout. "I have slain the Fyrsnaca."

Nimron speaks, "By so doing you have betrayed us. You were sent to aid Grona Marblefist, not to usurp her place of honor, but to succor her in her hour of need."

Quickly you recount all that has befallen you. You tell of your struggles and of your victories. And you tell of your triumph over the fyrsnaca.

Nimron approaches and stares deeply into your eyes, searching for an answer. If N is crossed off your Event Record, go to S8. Otherwise, go to SI 1.

## Section Sll

"I warned you not to attempt more than you were asked. And I warned you that much, including your own life, depended on your obedience. Now," says Nimron, "let your fate be on your own head." He spins and walks away. Many dwarves fall on you, stripping you of your treasure, armor, and weapons. They leave you standing in your shirt, chill in the evening air.

"Do not hasten to return," says Nimron. "Paradise will not hold a welcome for you."

You turn and ride off, pausing only long enough to pick up a cache of half of your treasure you had been smart enough to hide when you first came out of Thunderdelve. You ride on, ready to spend your new wealth at first chance.

---

# The Group Adventure

Do not read this section until after you have finished playing the solo adventure!

This group adventure is recommended for 5-8 characters of levels 4-6 or 2-3 characters of levels 7-9. You need to make few changes in order to play with a group. Those changes are outlined below.

1) It is recommended that the fighter, Redface, the thief, Zemon Trist, and the cleric, Bearfang, be used to their full capacity. The DM should not restrict their actions to those given in the text if the players' actions necessitate change. The NPCs should be played as real, intelligent people, fully capable of reacting to changing circumstances. Their statistics follow. Should Redface be slain, the remaining bandits and goblins will be eager to flee if they can do so safely.

2) Redface's alliance with the goblin leader, Oclist, is tenuous at best, but Oclist will almost always obey Redface because he is afraid of him and relishes the treasure he gains in Redface's service. Oclist's goblins fear both him and Redface, fearing only Oliv, the cook more. If it becomes apparent that Thunderdelve has been invaded, Redface will order the goblins out to patrol the halls in groups of five, or to attack in unison if the invaders have been located.

**Redface** (6th level fighter): AC 4; hp 38; MV 90'(30'); #AT 1;D3-11; ML 10; AL C

Redface is never without his magic sword, Render, and makes full use of its capabilities, including the *darts + 1.* He wears a *ring of wolf control* and will bring his wolves into combat with him, if possible.

**Render:** *sword + 2,* + 3 vs. undead; Int 10; Ego 9; Will 19; AL C

This sword is capable of speech and uses its ability often. It is very opinionated. Fortunately, it and Redface usually agree. Its powers are: *find secret doors, see invisible, detect evil.* The sword can also fire two spring-loaded darts + 1 out of its hilt at the press of a button. It can then automatically locate these darts if they are within 100 feet. They can then be reloaded. The darts' range is 50 feet and each does 2-5 points of damage.

**Zemon Trist** (4th level thief): AC 6; hp 16; MV 120'(40');#AT 1; D 1-8; ML 7; AL N

Trist wears a *cloak of invisibility which* is activated by pulling the hood up over his head. Be sure to note his morale.

**Bearfang** (4th level cleric): AC 5; hp 17; MV 90'(30'); #AT 1; D 2-7; ML 9; AL C

Bearfang has a *mace + 1.* He is also capable of commanding his trained bear and usually goes into battle with the bear at his side, if possible. He has memorized the following spells: *cure light wounds, darkness, hold person.*

3) The number of monsters and men in each encounter should be doubled. The indicated rolls for treasure should also be doubled, but the actual treasures listed in the encounter should not be increased.

A complete listing of the numbers of men and goblins in Thunderdelve is:

* 4 Leaders: Redface, Trist, Bearfang, Oclist
* 25 Bandits total in rooms 1,4,7,15,19,24, 29,31
* 25 Goblins total in rooms 19,21,22

4) The answers to riddles and clues should not automatically be given, as they were in the solo adventure, simply by virtue of checking the Event Record. The DM may still use the Event Record to help him keep track of events, but should allow the players to figure out the runes and answers on their own. If they discover what to do, the DM can then read the proper entry to them.

5) Remember that in a group adventure, men and monsters are not limited to the rooms in which they are listed. If players make a great deal of noise, someone or something should come check. Likewise, players should not be limited by the choices printed in the entries. Players will most probably think of options not listed. The DM must be flexible enough to allow for this, for from this innovation will come much of the richness of a group adventure.

**Paradise Restored**

Once the players have defeated the fyrsnaca, Nimron will attempt to restore Thunderdelve to a fully operative dwarfliome. This adventure can then be used as the basis for further adventures. Any surviving bandits take up residence in a cave complex a few miles away. If Redface, Trist, or Bearfang have survived, they are with the bandits. The surviving goblins do not go with the bandits, but they also take up residence not far from Thunderdelve. They send for their relatives and attempt to prevent the dwarves from rebuilding by raiding supply trains or the outer halls of Thunderdelve, by driving away wildlife and food animals, by setting fires, and by laying ambushes for dwarven travelers.

With the powers of the Hammer of Vitroin, the stone of Thunderdelve will be rebuilt and the pit closed. The worms and other monsters will be slain. Thunderdelve will be a working clanhome with a forge. Old Nimron will be clanmaster still, but there will be no Keeper until a new one can be trained. If Grona Marblefist has survived, she will be trained for the position by virtue of her birth. If she is dead, some other NPC will be trained. In no case will Nimron or any other dwarf of Thunderdelve consent to training a player as Keeper! Listed below are the uses for each room once the dwarves return to power. The DM must make maps of the mines and lower quarters.

| Room | |
|---|---|
| 1 | Main Gate |
| 14 | Entrance Hall |
| 24 | Reception Hall |
| 28 | Guard Room |
| 46 | Gate Room |
| 47 | Archers' Walk |
| 53 | Storage |
| 60 | Waiting Room for Visitors |
| 67 | Spy Room |
| 71 | Nimron's Main Office |
| 74 | Festival Hall |
| 80 | Goods Hall |
| 81 | Service Hall |
| 82 | Scriptorium (Records and Invoices) |
| 91 | Guarded Corridor |
| 101 | Vault |
| 105 | Trap |
| 113 | Goods Hall |
| 115 | Stores |
| 136 | Stores |
| 145 | Kitchen |
| 147 | Servants' Hall |
| 148 | Servants' Way |
| 149 | Steward's Home |
| 154 | Steward's Rest |
| 158 | Secret Entrance |
| 166 | Overseer's Home |
| 1 74 | Overseer's Rest |
| 185 | Male Servants' Quarters |
| 190 | Guards' Hall |
| 192 | Tower Stairs |
| 199 | Forge Stairs to the Forge, mines, and lower living quarters |
| 200 | Gold Barracks |
| 207 | Gate Hall |
| 209 | Mithril Barracks |
| 211 | Silver Barracks (where the pit now is) |
| 223 | Secret Stairs to Mine and Forge |
| 224 | Nimron's Secret Vault |
| 230 | Mine Chiefs' Room: the chief of each of the three shifts lives here |
| 233 | Warbands' Room: the quarters for the three warrior captains |
| 240 | Weapons Room |
| 255 | Trap: identical to 105 |
| 265 | Great Hall |
| 277 | The Pillar of Heir's Stone |
| 281 | Guest Hall |
| 282 | Library |
| 289 | Secret Vault of Lore |
| 295 | Emerald Guest Suite |
| 296 | Ruby Guest Suite |
| 306 | Kindred Hall |
| 307 | Copper's Home (for the resident alchemist) |
| 308 | Copper's Rest |
| 312 | Brass' Home |
| 318 | Brass' Rest |
| 323 | Silver's Home |
| 324 | Silver's Rest Major |
| 335 | Silver's Rest Minor |
| 336 | Clan Hall |
| 337 | Nimron's Study |
| 346 | Sitting Room |
| 347 | Nursery |
| 354 | Clanmaster's Suite |
| 355 | Secret Exit |
| 361 | Clanmaster's Garden |
| 364 | Gold's Home and Rest: identical lay-out as numbers 323, 324, and 335 |
| 366 | Crystal Stairs |
| 368 | Hall of the Crystal Pools |
| 370 | Inner Weapons Room |
| 372 | Bath |
| 381 | Pool of Silver Sighs |
| 395 | Pool of Gelthron |
| 399 | Pool of Black Midnight |
| 403 | Soulsrest |
| 411 | Pool of Oneness |
| 414 | The Great Deep |

**Further Adventure Scenarios**

1) Nimron hires the players to clear out the rest of the monsters inhabiting Thunderdelve immediately after the fyrsnaca's defeat. This would require the players to journey into the reopened mines below Paradise, where they confront more red worms, undead, and new horrors. Their goal would be to clear a path to the Forge.

2) After the new Keeper is trained and returns to working the Forge, it is discovered that some evil power has laid hold of the Forge during the years it lay buried and dormant. None of its powers work! At the same time, dwarf miners are found randomly slain in isolated parts of the mine. The players must find and destroy whatever horror lurks in the mines. They discover that it is a creature similar to watery Chalcidar, only this one is able to take form in stone and move about the mines. Possible ways of overcoming it would include a quest to discover a helm or necklace similar to those which command and bind Chalcidar.

3) The bandits are still raiding passing caravans and harassing the region. Some merchants hire the players to get rid of the bandits for good. Unfortunately, the players don't realize that a powerful magic-user has taken Redface's old place!

4) Nimron hires the players to clean out the goblin lair. The players find that many more goblins have joined their relatives and brought along bugbears, ogres, thouls, and other nasty friends. There might even be a new chief—perhaps a stone giant. He, of course, would have friends and family of his own.

5) Nimron dies and a bloody civil war is threatening to break out in Thunderdelve over who his heir should be. It would be up to the players to try to reunite the warring factions. What they would not realize is that the hot-headed rebels are led by some doppelgangers who have replaced the real dwarves.

# New Monsters and Weapons

## **Red** Worms

| | |
|---|---|
| Armor Class: | 7 |
| Hit Dice: | 2 + 2* |
| Move: | 90'(30') |
| Attacks: | 1 bite |
| Damage: | 1-4 + poison |
| No. Appearing: | 2-12 (2-12) |
| Save As: | Fighter: 3 |
| Morale: | 9 |
| Treasure Type: | L |
| Alignment: | C |
| XP Value: | 35 |

These grotesque worms resemble mounds of pulsating red flesh. They reach lengths of 10 feet and diameters of 2 feet. They are the immature spawn of the fyrsnaca. If these worms are encountered, a dormant fyrsnaca will be cooling in a nearby lake. The worms cannot breathe fire, but their bite is mildly venomous. Those failing a Save vs. Poison receive double damage from any bite. After 50 years of living in a large group, usually only one worm will survive to become a fyrsnaca. These worms are unintelligent but can burrow through rock and surprise their victims 50% of the time.

## Fyrsnaca

| | |
|---|---|
| Armor Class: | 5 |
| Hit Dice: | 10* |
| Move: | 60'(20') |
| Attacks: | 1 bite or 1 breath |
| Damage: | 1-8 or 2-12 |
| No. Appearing: | 1 (1-2) |
| Save As: | Fighter: 8 |
| Morale: | 9 or 12 |
| Treasure Type: | M |
| Alignment: | C |
| XP Value: | 1,600 |

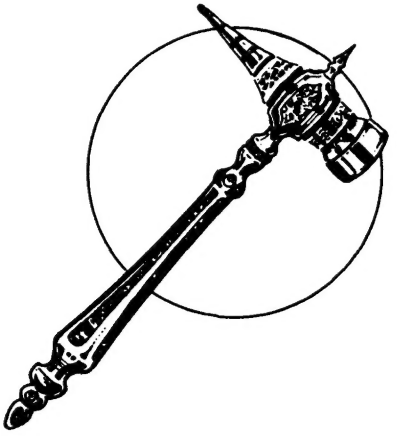
Although not quite as large as their purple cousins, these fiery snakes reach lengths of 70 feet and diameters of 10 feet. They burrow through the earth eating rich ores and minerals. They are not carnivorous but are quick to anger. They breathe a line of fire (50' x 5') and can use it repeatedly during combat (indicated by a roll of 5 or 6).

Normally solitary, they occasionally enter a breeding cycle. During this time, their interior fires burn much hotter, doing no extra damage, but spawning the hideous red worms. Immediately afterward, the fyrsnaca must submerge in a large body of water or be consumed by its own heat. The fyrsnaca will then remain dormant for 50 years unless disturbed. If disturbed, it will rise in fury, fighting with high morale, for it knows that it cannot leave the water without perishing. The fyrsnaca is intelligent and can be bargained with to perform tasks.

## Vapor Ghouls

| | |
|---|---|
| Armor Class: | 2 |
| Hit Dice: | 3* |
| Move: | 160'(40') |
| Attacks: | 1 touch |
| Damage: | 1-4 + special |
| No. Appearing: | 1-6(2-12) |
| Save As: | Fighter: 5 |
| Morale: | 9 |
| Treasure Type: | N |
| Alignment: | C |
| XP Value: | 65 |

These creatures form in areas of strife where the vapors are heavy. They cannot stray far from their spot of origin, but need not remain in contact with it. They can only be harmed by magic and magical weapons. They may be turned as wraiths. Anyone hit by one must make a successful Saving Throw vs. Paralysis or be mind-paralyzed. This mind-paralysis causes the character to continue his present activity until this mind-paralysis wears off in 2-8 rounds. Also, each hit lowers the character's Intelligence by 1 point. A character reduced to zero Intelligence is insane for 2-20 days. The lost Intelligence will return at the rate of 1 point per day.



## Hammer of Vitroin:

*warhammer + 1,* +3 vs. wyrms; Int 9; Ch 12; ALC

This artifact is designed to combat the creatures which are the particular bane of dwarves—dragons, worms, and giant snakes of any sort. When confronting monsters of this nature, the Hammer's special powers are manifest:

1. The wielder must make a Control Check if he refuses to attack the wyrm;

2. The wielder gains + 2 on all saving throws during the battle;

3. The wielder can be cured by the Hammer of light wounds (2-7 points of damage) up to 3 times daily. The Hammer is absolutely connected to the Clanhome of Thunderdelve and will vehemently resist being taken from the halls unless for the purpose of fighting a nearby wyrm. If the wielder tries to take it for any different purpose, more powers are manifest:

4. The Hammer can ESP the wielder to determine his true purpose;

5. The Hammer can cast a Wall of Stone spell (6/day in Thunderdelve, I/day outside) to block the exit from Thunderdelve;

6. The Hammer will force a Control Check;

7. The Hammer can also use its stone-creating powers to repair any damage to the actual structure of Thunderdelve itself.

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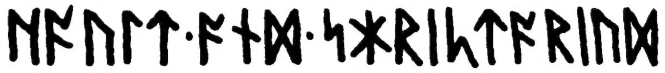
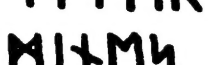
3. 
4. 

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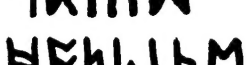
6. 

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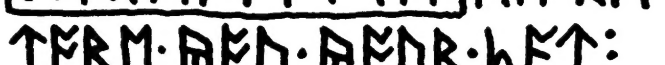

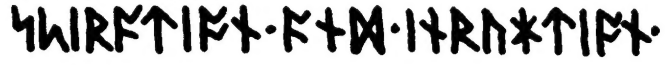

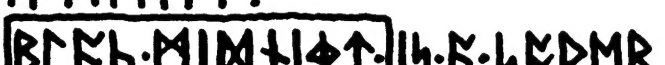

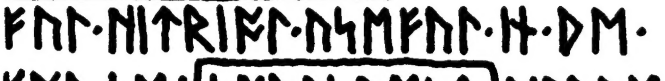

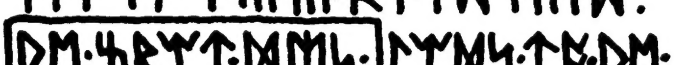

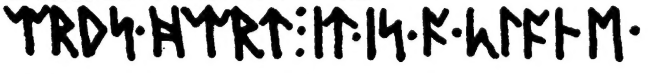

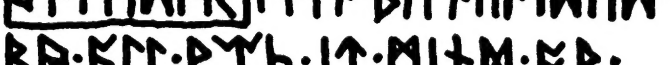
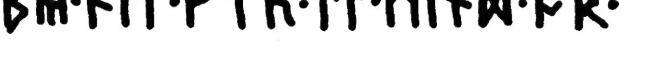


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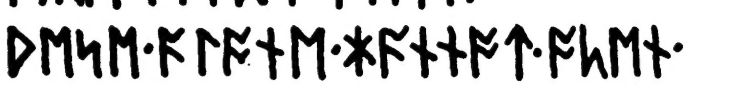
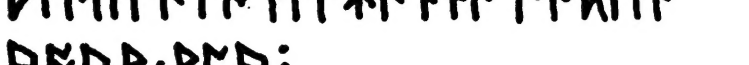
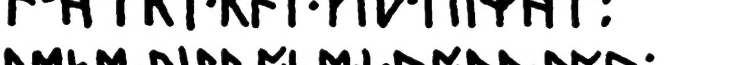
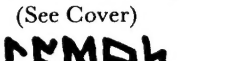





11. 
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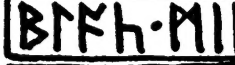
16. 
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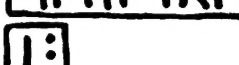
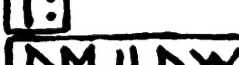
18. 
19. 

**COMBAT FLOW CHART**

1. Determine Who has Initiative!

   (Usually the monster does.)

2. Determine the Hit Roll!

   (Compare the monster's hit dice or the character's level to the armor class of the target on the appropriate Hit Roll table.)

3. Roll Id20 to hit foe!

   (If the roll is equal to or greater than the Hit Roll number, you hit.)

4. Determine damage caused!

   (Roll the damage noted for the monster or the weapon of the character and subtract the total from the hit points of the target. If no weapon is noted for the character, presume he has a war hammer, D 1-6.)

5. Determine if the number rolled has a special result!

   (If it did, turn to the entry noted.)

6. Is either side defeated?

   (If not, it is now the other sides turn to attack, return to determining the Hit Roll.)

# PREGENERATED PLAYER CHARACTERS

**Darow Blackaxe** Level 9 Dwarf

| | | |
|---|---|---|
| Str | 17 | +2 to hit |
| Int | 6 | -1 |
| Wis | 9 | |
| Dex | 12 | |
| Con | 13 | +1 to each HD |
| Cha | 10 | |
| AC: | 4 | (chain & shield) |
| hp | 54 | |
| AL | N | |

Special: None

---

**Goin Cleftfist** Level 7 Dwarf

| | | |
|---|---|---|
| Str | 12 | |
| Int | 16 | +2 |
| Wis | 12 | |
| Dex | 16 | -2 AC |
| Con | 13 | +1 to each HD |
| Cha | 9 | |
| AC: | 2 | (chain & shield + Dex bonus) |
| hp | 35 | |
| AL | N | |

Special: *axe +1*

---

**Nara Crystalmace** Level 7 Dwarf

| | | |
|---|---|---|
| Str | 14 | +1 to hit |
| Int | 12 | |
| Wis | 11 | |
| Dex | 13 | -1 AC |
| Con | 10 | |
| Cha | 13 | +1 bonus |
| AC: | 3 | (chain & shield + Dex bonus) |
| hp | 35 | |
| AL | L | |

Special: *mace +1, +2 vs. undead*

**Ordrin Silverheart** Level 7 Dwarf

| | | |
|---|---|---|
| Str | 11 | |
| Int | 12 | |
| Wis | 9 | |
| Dex | 18 | -3 AC |
| Con | 14 | +1 to each HD |
| Cha | 11 | |
| AC: | 1 | (chain & shield + Dex bonus) |
| hp | 42 | |
| AL | L | |

Special: *potion of strength*

---

**Delfi Ironboot** Level 8 Dwarf

| | | |
|---|---|---|
| Str | 16 | +2 to hit |
| Int | 12 | |
| Wis | 11 | |
| Dex | 5 | +2 AC |
| Con | 17 | +2 to each HD |
| Cha | 9 | |
| AC: | 5 | (chain & shield - Dex penalty) |
| hp | 61 | |
| AL | N | |

Special: *shield +1*

---

**Nanli Fullbrow** Level 8 Dwarf

| | | |
|---|---|---|
| Str | 12 | |
| Int | 11 | |
| Wis | 9 | |
| Dex | 12 | |
| Con | 10 | |
| Cha | 9 | |
| AC: | 4 | (chain & shield + Dex bonus) |
| hp | 40 | |
| AL | L | |

Special: *sword +3, dagger +1*

## Treasure Entries

A: An Amber Ri (worth 600) gp)

B: A Pearrl (worth 500 gp)

C: A Strength Potion

D: A Healing Potion

E: A Scroll of Protection vs. Undead

F: A Displacer Cloak

G: A Turquoise Armband (worth 400 gp)

H: A Dagger + 1

I: A Ruby (worth 1,000 gp)

J: An Onyx Brooch (worth 1,000 gp)

K: A Bag of Holding

L: A Topaz Necklace (worth 1,200 gp)

M: A Turquoise (worth 10 gp)

N: A Heroism Potion

O: Jade Earrings (worth 800 gp)

P: An Onyx (worth 50 gp)

Q: A Garnet (worth 100 gp)

D&D®

Expert Solo Adventure

# Thunderdelve Mountain

by William Carlson

The ancient dwarven kingdom of wonder and fable is no more! Only the tales of it's grandeur remain to entertain the children, or so you thought.

Then you met Nimron. Distraught and desperate, you alone can pass the gates sealed so long ago. *Within are the lairs of bandits, cutthroats,* and worse. The evil that destroyed the dwarven home—the Halls of Paradise—is awakened again. Into this horror ventured the dwarven princess Grona Marblefist to reclaim her kingdom. She, like so many others, has not returned.

Now you must face this peril alone.

*Thunderdelve Mountain* is a solitaire adventure for the DUNGEONS & DRAGONS® Expert game. Players who don't wish to face the fallen Halls of Paradise alone may also use this adventure for group play.

This adventure is for use with the DUNGEONS & DRAGONS® Expert game and cannot be played without both the Basic and Expert rules.

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